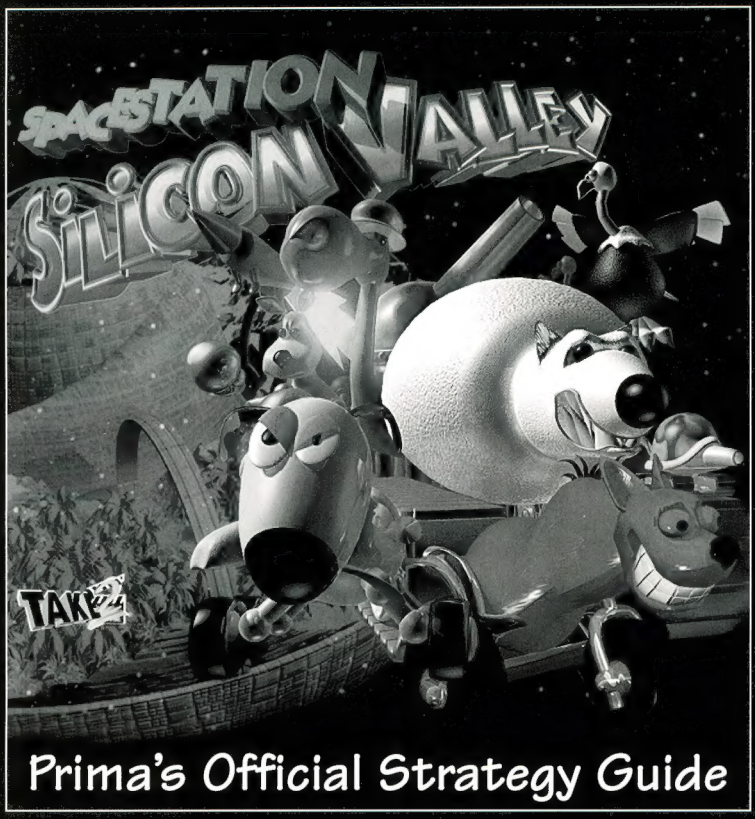
PRIMA'S OFFICIAL STRATEGY GUIDE

PRIMA®

TAKE 2 INTERACTIVE SOFTWARE

Mel Odom



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Introduction to Silicon Valley

Welcome to Take Two's Intergalactic Barnyard, a veritable smorgasbord of foes covered in hide, fur, and scales. Silicon Valley was a space station designed and put into space by Professor Cheese. It's been gone, missing for a thousand years.

The Threat!

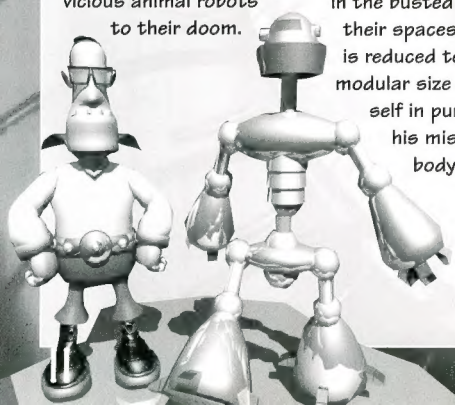
The World President!

Only now it's back, and on a collision course with our world. The Professor and the Space Marines with him are feared dead, victims of the robotic animals that populated the space station. World President Mrs. Frank Black has taken steps to end that threat. She's hired Dan Danger and Evo to fly into space and bring those vicious animal robots to their doom.

Unfortunately, our heroes aren't exactly all they're cracked up to be—because they do crack up!

Our heroes!

Now Dan lies trapped in the busted hulk of their spaceship. Evo is reduced to the modular size of himself in pursuit of his missing body parts.



Along the way he (and you!) have a number of narrow escapes and confrontations.

Can you do it? Can you find Evo's missing body parts, defeat the vicious animals, solve the puzzles of the rampant Environment Sectors, save Dan, and prevent the Evil Brain from downsizing all of earth with its diabolical Doomsday-O-Matic Shrinky Ray?

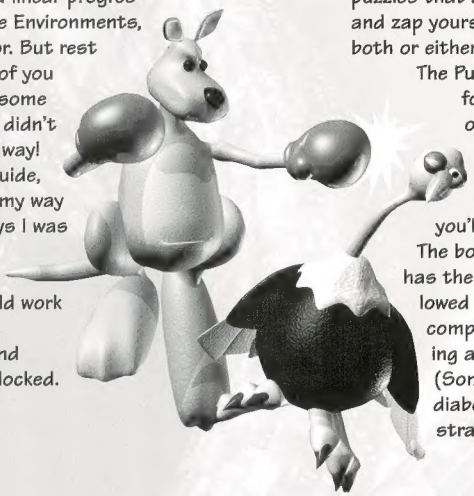
Well, thankfully you've got this manual of heroic proportions to help you handle all the problems confronting you. Take Two has designed and developed a game that you'll find addicting. It's funny, it's colorful to look at, and all the puzzles are fairly presented—usually with more than one or two ways to defeat the harder ones!

So go, enjoy all that the space station has to offer! And keep your head low! There's bears in them thar' woods!

How To Use This Book

In addition to making a really fun game to play, the folks at Take 2 were also kind enough to design it to be player friendly. There are four Environments in the space station: Europe, Ice, Jungle, and Desert. Once you defeat three Sectors in the first Environment, the first Sector in the next Environment opens up, allowing you to play that one. If you beat the first three in that one, the first Sector opens in the third one, and so on. That way, you could actually play in all four Environments without having beaten any one.

The book is a linear progression through the Environments, Sector by Sector. But rest assured, those of you struggling with some of the puzzles, I didn't beat them that way! I didn't have a guide, so I had to feel my way along. Some days I was more clever than others. Thankfully, I could work on the other Environments and wasn't totally blocked.



So if you're stuck at a certain point, open up the book to that section and proceed. If you want to skip around (tired of the Ice and want to try the Jungle for a while), flip over to that section of the book and work away.

You do get points for killing things, but you don't have to kill everything (except on those levels offering you the Souvenir). Part of the fun is shooting things. However, a lot of the fun is solving the puzzles that allow you to turn the Teleporters on and zap yourself to the next level. So you can have both or either.

The Purple Power Cells are really important for the last level of the game. You'll find out why in the book. As for the Life Energy Power-Ups, use them only when you need them. Don't just gobble them down like candy. Otherwise you'll need one later and not have it.

The book is easy to navigate. Each chapter has the Mission profile for that Sector, followed by an in-depth description of how to complete that Sector. Under another heading are directions for getting the Souvenir. (Some of the hiding places are quite diabolical, while others are straight-forward.)

Enjoy.

Space Station Silicon Valley Barnyard

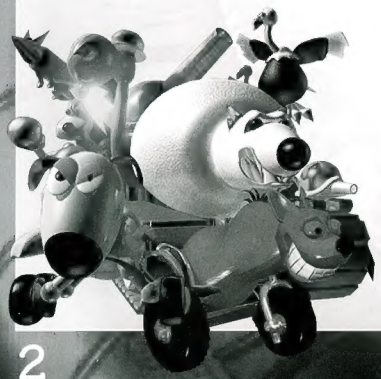
During the crises and puzzles provided in the game, you'll come into contact with different animal species that Evo (and you!) can control and manipulate. Below is a complete listing to help you familiarize yourself with the strengths and weaknesses of each.

European Animals

Dog

Environment: Europe
Skill A: Jump
Skill B: Bite Attack (Bark)
Water Resistance: Excellent
Mass: Medium
Armor: Light
Strength: Medium
Traction: Average
Fall Distance: Medium
Production: Medium
Engine: Electric
Intelligence: Low

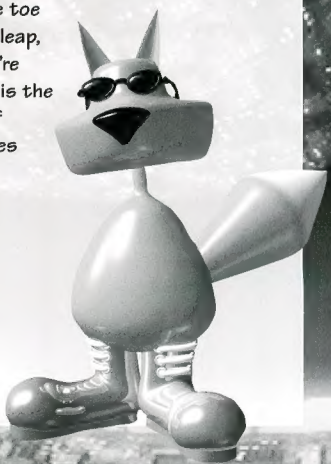
Summary: The Dog is a great choice to start with. It's able to swim and jump, and it has a bite attack that will defeat a number of opponents. A great little warrior!



Sheep

Environment: Europe
Skill A: Floaty Hop
Skill B: Baa!
Water Resistance: OK
Mass: Medium
Armor: Light
Strength: Weak
Traction: Average
Fall Distance: Medium
Production: Medium
Engine: Bio
Intelligence: Very Low

Summary: The Sheep has the best glide ability of all the animals. If you need something that's way beyond the edge of a chasm or hill, you can bet that the Sheep is the best way to get there. A little twinkle toe magic and a mighty leap, and most times you're there! The downside is the Sheep has no way of opening the SV Crates you may find.



Racing Mouse

Environment: Europe
Skill A: Speed Boost
Skill B: Tail Attack
Water Resistance: Poor
Mass: Tiny
Armor: Light
Strength: Weak
Traction: Average
Fall Distance: Medium
Production: Very Short
Engine: 2.0
Intelligence: High

Summary: The Racing Mouse definitely needs to stay out of the water! Getting into water short-circuits it. But it does have a Tail Attack that can prove useful even against much larger opponents if you're fast and have nerves of steel. Its primary strength is the Speed Boost. Use it to make incredible leaps to get the Purple Power Cells and the Souvenirs.

Springy Thingy Sheep

Environment: Europe
Skill A: Jump
Skill B: Baa!
Water Resistance: OK
Mass: Medium
Armor: Light
Strength: Weak
Traction: Good
Fall Distance: Medium
Production: Medium
Engine: Spring
Intelligence: Very Low

Summary: Although you lose the Floaty Hop ability with the Springy Thingy Sheep, the jump is awesome.

Springy Thingy Ram

Environment: Europe
Skill A: Jump
Skill B: Head-Butt
Water Resistance: OK
Mass: Medium
Armor: Light
Strength: Medium
Traction: Good
Fall Distance: Medium
Production: Medium
Engine: Spring
Intelligence: Low

Summary: A little wild and hard to control, the Springy Thingy Ram is definitely what you need to get to the heights of *Space Station: Silicon Valley*. With his Butting action, he's a formidable opponent.

Ram

Environment: Europe
Skill A: Jump
Skill B: Head-Butt
Water Resistance: OK
Mass: Medium
Armor: Light
Strength: Medium
Traction: Average
Fall Distance: Medium
Production: Medium
Engine: Electric
Intelligence: Low

Summary: The Ram maintains some of the distance of the Floaty Hop with his jump, but the biggest asset he has is the Head-Butt Attack. Under the right conditions, it's awesome.

Racing Dog

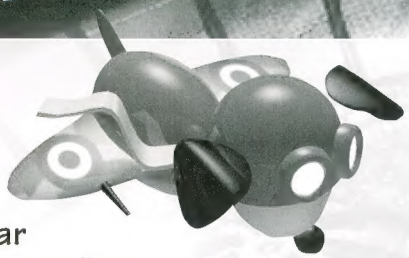
Environment: Europe
Skill A: Speed Boost
Skill B: Missiles
Water Resistance: OK
Mass: Medium
Armor: Light
Strength: Medium
Traction: Average
Fall Distance: Medium
Production: Medium
Engine: 1.6
Intelligence: Low

Summary: Although it's not as fast as the Racing Mouse or able to jump Ramps, the Racing Dog's Missile Attack is definitely one of the strongest of all the animals. And he's able to attack from a distance, which comes in really handy in different Environment Sectors.

Racing Fox

Environment: Europe
Skill A: Teleport
Skill B: Tail Attack
Water Resistance: OK
Mass: Light
Armor: Light
Strength: Medium
Traction: Average
Fall Distance: Medium
Production: Short
Engine: 1.6
Intelligence: Very High

Summary: The Fox's Teleport speed and Tail Attack make it one of the most vicious animals to encounter. You'll hate them as opponents, but you'll be glad when you get to use one.



Bear

Environment: Europe
Skill A: Grab 'N' Lob
Skill B: Bear Frenzy
Water Resistance: Poor
Mass: Huge
Armor: Medium
Strength: Power Lift
Traction: Good
Fall Distance: Medium
Production: Very Long
Engine: Coal
Intelligence: Low

Summary: The Bear can take a lot of physical punishment and does considerable damage in its frenzy mode. Its chief ability in the game is moving heavy objects.

Rat

Environment: Europe
Skill A: Toxic Mines
Skill B: Bite Attack
Water Resistance: Excellent
Mass: Tiny
Armor: Light
Strength: Weak
Traction: Average
Fall Distance: Medium
Production: Very Short
Engine: Diesel
Intelligence: High

Summary: Though definitely not one of your prettier options, the Rat provides speed and a distance attack, in the form of its "poop mines." It's also useful for getting through small areas.

King Rat

Environment: Europe
Skill A: Ratty Smell
Skill B: Rat Army Attack
Water Resistance: OK
Mass: Medium
Armor: Light
Strength: Medium
Traction: Average
Fall Distance: Medium
Production: Medium
Engine: Diesel
Intelligence: Very High

Summary: The King Rat really isn't of much use except in those Environment Sectors that were designed for it. But those are the only ones where you find the King Rat anyway.

Flying Dog

Environment: Europe
Skill A: Bombs/Machine Guns
Skill B: Flying Reverse
Water Resistance: NA
Mass: Medium
Armor: Medium
Strength: Medium
Traction: Average
Fall Distance: Short
Production: Medium
Engine: Electric
Intelligence: Low

Summary: The Flying Dog is pure fun to operate. You soar through the air with the greatest of ease, and you have Machine Guns and Bombs at your disposal. What more could a canine fighter pilot want?

Ice Animals

Penguin

Environment: Ice
Skill A: Jump
Skill B: Snowball Attack
Water Resistance: Excellent
Mass: Tiny
Armor: Light
Strength: Weak
Traction: Good
Fall Distance: Medium
Production: Very Short
Engine: Electric
Intelligence: Medium

Summary: The Penguin is one of the weakest creatures in the Ice Sectors, but he's a fun little guy to play. Use positioning to get the most out of the snowball attack. His jumps and floating ability are great to carry you long distances and to land safely.

Husky

Environment: Ice
Skill A: Jump
Skill B: Husky Frenzy
Water Resistance: OK
Mass: Medium
Armor: Light
Strength: Medium
Traction: Average
Fall Distance: Medium
Production: Medium
Engine: Electric
Intelligence: Medium

Summary: The Husky is one of the best animals to get on the frozen tundra. It navigates easily and always has good attacks.

Rabbit

Environment: Ice
Skill A: Jump
Skill B: Thump Attack
Water Resistance: OK
Mass: Light
Armor: Light
Strength: Medium
Traction: Good
Fall Distance: Medium
Production: Short
Engine: Spring
Intelligence: Medium

Summary: For maneuverability in the snow and ice, it's hard to beat a Rabbit. The Thump Attack really kicks butt!

Heli-Rabbit

Environment: Ice
Skill A: Flight
Skill B: Bombs
Water Resistance: OK
Mass: Light
Armor: Light
Strength: Medium
Traction: Good
Fall Distance: Low
Production: Short
Engine: Kerosene
Intelligence: Medium

Summary: The Heli-Rabbit can get in all the hard to get places, and it can drop bombs. That's a combination aggressive players love! To achieve more vertical lift, try flying against walls and over taller terrain. But beware: An animal in the air is also a target.

Walrus

Environment: Ice
Skill A: Speed Boost
Skill B: Homing Missiles
Water Resistance: Excellent
Mass: Huge
Armor: Medium
Strength: Strong
Traction: Very Poor
Fall Distance: Medium
Production: Very Long
Engine: Coal
Intelligence: High

Summary: While not as agile as you'd want, the Walrus does come equipped with the Speed Boost and missiles. Learn to use them and become a dangerous adversary on the ice.

Cool Cod

Environment: Ice
Skill A: Jump
Skill B: Speed Boost
Water Resistance: Excellent
Mass: Tiny
Armor: Light
Strength: Weak
Traction: Very Poor
Fall Distance: Medium
Production: Very Short
Engine: Jet
Intelligence: Medium

Summary: Sorry, but the Cool Cods only have two functions in this game. They can get to floating Purple Power Cells, and they're great targets! Still, enjoy jumping around with them as much as you're able.

Ski Husky

Environment: Ice
Skill A: Speed Boost
Skill B: Missiles
Water Resistance: Poor
Mass: Medium
Armor: Light
Strength: Medium
Traction: Very Poor
Fall Distance: Medium
Production: Medium
Engine: Electric
Intelligence: Medium

Summary: This is one of the most fun animals to be in the game. The Ski Husky handles like a sports car, gliding and swooping around. The addition of the missiles makes it fully accessorized for the blood-thirsty speed demon in us all!

Seagull

Environment: Ice
Skill A: Flight
Skill B: Claw Attack
Water Resistance: Excellent
Mass: Medium
Armor: Light
Strength: Little Lift
Traction: Average
Fall Distance: High
Production: Medium
Engine: Kerosene
Intelligence: Low

Summary: With its Flying Claw Attack and the ability to lift things, the Seagull is an aircraft to be proud of. Take a little time when you first get it to learn how to flap the wings and how to gain height by flying close to walls and towers.

Polar Bear Tank

Environment: Ice
Skill A: Hot Shots
Skill B: Mines
Water Resistance: Excellent
Mass: Huge
Armor: Medium
Strength: Strong
Traction: Very Good
Fall Distance: Medium
Production: Very Long
Engine: Fusion
Intelligence: Very Low

Summary: The Polar Bear Tank is slow and deliberate moving, but with his cannon weapon, he's a true dreadnought. With his tracks, he can get around easily.

King Penguin

Environment: Ice
Skill A: Boost Jump
Skill B: Penguin Army Attack
Water Resistance: Excellent
Mass: Light
Armor: Light
Strength: Medium
Traction: Good
Fall Distance: Medium
Production: Short
Engine: Jet
Intelligence: High

Summary: The Boost Jump makes the King Penguin a fun animal to work with. For an attack, you can always jump up and down on the opponents. Or use the Penguin Army Attack if there are other Penguins around.

Polar Bear

Environment: Ice
Skill A: Jump-Thump
Skill B: Hide
Water Resistance: Excellent
Mass: Huge
Armor: Medium
Strength: Strong
Traction: Poor
Fall Distance: Medium
Production: Very Long
Engine: Fusion
Intelligence: Very Low

Summary: The Polar Bear delivers a big whomp with its Jump-Thump Attack. And it's fun to roll around like a big giant snowball.

Jungle Animals

Elephant

Environment: Jungle
Skill A: Water Spray
Skill B: Grab 'N' Lob
Water Resistance: OK
Mass: Huge
Armor: Tough
Strength: Strong
Traction: Good
Fall Distance: Medium
Production: Very Long
Engine: Diesel
Intelligence: High

Summary: Although it's kind of ponderous and slow, the Elephant can take a lot of damage. It also provides great strength and can move things from place to place. Its Water Spray causes a large amount of damage.

Tortoise Tank

Environment: Jungle
Skill A: Hot Shots
Skill B: Hide
Water Resistance: OK
Mass: Light
Armor: Tough
Strength: Strong
Traction: Average
Fall Distance: Medium
Production: Short
Engine: Diesel
Intelligence: High

Summary: Now *this* animal has got it all: a big gun, the ability to hide, and it can take a lot of punishment. When you get the chance, use it. To make your shots more accurate, use the Control Pad trigger to bring up the Cross Hairs.

Hyena

Environment: Jungle
Skill A: Jump
Skill B: Contagious Laughter
Water Resistance: OK
Mass: Medium
Armor: Light
Strength: Medium
Traction: Average
Fall Distance: Medium
Production: Medium
Engine: Electric
Intelligence: High

Summary: The Hyena is one happy-go-lucky guy in the game, but he's got a laugh that will kill you! And he's pretty acrobatic about jumping around for things.

Piranha

Environment: Jungle
Skill A: Jump
Skill B: Bite Attack
Water Resistance: Excellent
Mass: Tiny
Armor: Light
Strength: Medium
Traction: Very Poor
Fall Distance: Medium
Production: Very Short
Engine: Fusion
Intelligence: Low

Summary: Although not a very attractive fish, the Piranha definitely gets the job done. It swims well, jumps well, and chomps great!

Hippo

Environment: Jungle
Skill A: Snort Attack
Skill B: Sticky Mines
Water Resistance: OK
Mass: Huge
Armor: Tough
Strength: Strong
Traction: Good
Fall Distance: Medium
Production: Very Long
Engine: Coal
Intelligence: Low

Summary: The Hippo is big and slow, but the Snort Attack leaves you wishing you got to use it more in the game.

Gorilla

Environment: Jungle
Skill A: Jump-Thump
Skill B: Grab 'N' Lob
Water Resistance: OK
Mass: Huge
Armor: Medium
Strength: Power Lift
Traction: Good
Fall Distance: Medium
Production: Very Long
Engine: Coal
Intelligence: Very Low

Summary: No doubt about it, the Gorillas are fun to play. They have the Jump Attack and are the only creatures who can swing from the vines in different Environment Sectors. If a swing or a jump looks too difficult, though, simply hit the Jump-Thump button (Button A) twice quickly to get the extra necessary distance.

Lion

Environment: Jungle
Skill A: Jump
Skill B: Roar Attack
Water Resistance: OK
Mass: Heavy
Armor: Light
Strength: Strong
Traction: Good
Fall Distance: Medium
Production: Long
Engine: Nuclear
Intelligence: High

Summary: It's the King of Beasts for a reason. Walking around as the Lion is a kick, and that Roar can blow away any opponent it comes up against. Of course, you do have to wait for it to build up the charge again.

Parrot

Environment: Jungle
Skill A: Flight
Skill B: Dive Bomb
Water Resistance: Excellent
Mass: Tiny
Armor: Light
Strength: Weak
Traction: Very Good
Fall Distance: Very High
Production: Very Short
Engine: Bio
Intelligence: Medium

Summary: Being the Parrot ranks as one of the best experiences in the game. Your thumb gets a workout flapping the wings, but the Dive Bomb Attack is awesome. The surprising feature is that you can dive through water to attack Piranha and grab submerged Purple Power Cells.

Hyena Biker

Environment: Jungle
Skill A: Speed Boost
Skill B: Missiles
Water Resistance: OK
Mass: Medium
Armor: Light
Strength: Medium
Traction: Poor
Fall Distance: Medium
Production: Medium
Engine: 2.0
Intelligence: High

Summary: The Hyena Bikers look so cool on the screen when they're racing uphill or over Ramps. When you reach Environment Sectors where you get to be the Hyena Biker, you'll want to spend time just cruising and seeing what's possible. And the missiles give it long-distance attack capabilities that make mincemeat out of most opponents.

Chameleon

Environment: Jungle
Skill A: Tongue Attack
Skill B: Stealth Mode
Water Resistance: Poor
Mass: Light
Armor: Light
Strength: Weak
Traction: Very Good
Fall Distance: Medium Short
Production: Short
Engine: Fusion
Intelligence: Medium

Summary: The Chameleon is slow, but the Hiding and the tongue flicking capability make it a worthy opponent.

Racing Tortoise

Environment: Jungle
Skill A: Speed Boost
Skill B: Shell Attack
Water Resistance: OK
Mass: Light
Armor: Medium
Strength: Medium
Traction: Average
Fall Distance: Medium
Production: Short
Engine: 1.6
Intelligence: High

Summary: For sheer scoot-and-boot, the Racing Tortoise is a dream to handle. And with the Shell Attack, you're able to take on even Elephants and kill them quickly.

Desert Animals

Armed Desert Fox

Environment: Desert
Skill A: Jump
Skill B: Hot Shots
Water Resistance: Poor
Mass: Light
Armor: Light
Strength: Weak
Traction: Very Good
Fall Distance: Medium
Production: Short
Engine: Electric
Intelligence: High

Summary: Now here's a little guy that shoots from the hip—quickly! He's fun to play, but he can't reach many tall areas. When taking on Camels in the desert, he's deadly.

Camel

Environment: Desert
Skill A: Jump
Skill B: Spit Attack
Water Resistance: OK
Mass: Heavy
Armor: Light
Strength: Strong
Traction: Good
Fall Distance: Medium
Production: Long
Engine: Bio
Intelligence: High

Summary: Slow and steady with this big guy. He spits big and is a good jumper. For the desert sands, he's truly one of the best.

Vulture

Environment: Desert
Skill A: Flight
Skill B: Grab 'N' Lob
Water Resistance: Excellent
Mass: Medium
Armor: Light
Strength: Little Lift
Traction: Average
Fall Distance: High
Production: Medium
Engine: Kerosene
Intelligence: Medium

Summary: The Vulture is a slow flier but has strength enough to carry passengers, as you'll discover. When you fly it, remember to rest occasionally, so it will be strong enough to do everything you need. The fatigue factor doesn't show in your readings, but there's a noticeable lack of performance during long flights.

Cannon Camel

Environment: Desert
Skill A: Hot Shots
Skill B: Mirage
Water Resistance: OK
Mass: Heavy
Armor: Light
Strength: Strong
Traction: Good
Fall Distance: Medium
Production: Long
Engine: Fusion
Intelligence: High

Summary: For firepower, nothing really beats the Cannon Camel. It can put out a number of rounds in a short time from a relatively long distance.

Scorpion

Environment: Desert
Skill A: Claw Attack
Skill B: Lightning Attack
Water Resistance: Very Bad
Mass: Tiny
Armor: Light
Strength: Medium
Traction: Good
Fall Distance: Medium
Production: Very Short
Engine: Nuclear
Intelligence: Very High

Summary: The Scorpion is interesting to play, and its Lightning Attack is devastating.

Desert Fox

Environment: Desert
Skill A: Jump
Skill B: Spinning Attack
Water Resistance: Poor
Mass: Light
Armor: Light
Strength: Weak
Traction: Good
Fall Distance: Medium
Production: Short
Engine: Electric
Intelligence: High

Summary: The Desert Fox is a capable opponent with its Spinning Attack. And with the jump ability, it's able to get around over a number of terrains. However, the Desert Fox's major weakness is water. In the Environment Sectors where it's found, you generally find water as well.

Pogo Kangaroo

Environment: Desert
Skill A: Jump
Skill B: Spinning Attack
Water Resistance: Poor
Mass: Light
Armor: Light
Strength: Weak
Traction: Good
Fall Distance: Medium
Production: Short
Engine: Electric
Intelligence: High

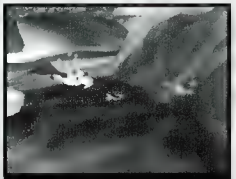
Summary: Unfortunately, you don't get to spend much time as the Pogo Kangaroo, but it's a fun little creature—with plenty of SPROING!

Smashing Start

Mission Brief:
- Get some energy.
- Get a sheep.

In this Environment Sector of the Europe section of *Space Station: Silicon Valley*, you'll learn how to use Evo, your talented little cybernetic buddy. This is a fun how-to that will guide you through the rest of the game.

After you watch the opening scenario, and the Dog gets squished, Evo will jump into the Dog. Kill the sheep and collect at least one Life Energy Power-up, then head to the Exit Teleporter to leave this Environment Sector.



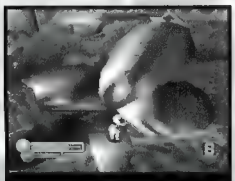
Leading a Dog's life is the best way to get started on your adventure.

Tip

To fine tune Evo's view, squeeze the Trigger on the Control Pad. It locks in on the first person perspective and allows for fine motor control. Unfortunately, the overall picture is lost, allowing opponents to attack from the blind sides. And the long view for planning moves is gone as well.

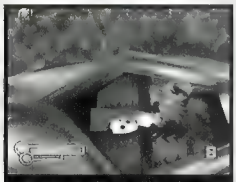
Completing the Mission

Hop up onto the Speaker beside the ditch and get your bearings. Refer to the map of this Environment Sector for the location of the 15 Purple Power Cells.



All ready for the scrap heap.

Run to the top of the Spaceship to see your friend.



Hi, Dan! Look at all those controls!

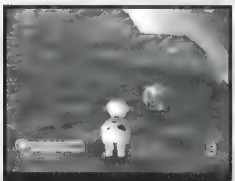
Now climb into the cockpit with him and bark (B button) at him until the Spaceship's engine fires up. It can take a few barks to activate it.

Tip

The closer you stand to Dan, the fewer barks it takes to fire up the engines.

Dandy little flame-thrower, eh?

Now that's interesting, isn't it? We'll get back to that. For now, go gather up the Purple Power Cells. Getting the ones lying around on the ground is easy.

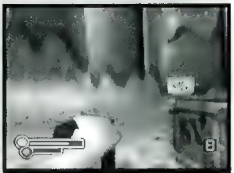


Grab all the Purple Power Cells. They may not appear to have much use now, but they will later.

Don't forget the ones by the Waterfall.

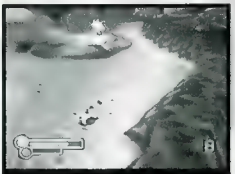
Don't forget the three BEHIND the Waterfall either. Just jump in and swim to them.

Jump up the hills to climb to some of them.



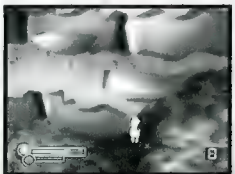
Take a close look at all SV Crates.

Biting the SV Crate yields a surprise bonus: a Life Energy Power-Up.



A disguised Life Energy Power-Up!

Walking through the Life Energy Power-Up meets the first demand of the present mission.



Jump up on the Ledges to get the Purple Power Cells hidden there.

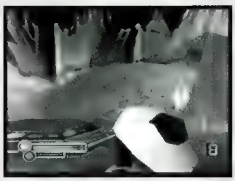
Once you have all the Purple Power Cells, track down a Sheep and kill it with the Bite Attack (B Button).

Taking a bite out of fast food!

Then take over its body (press the Right Button).

Don't you just love the new fur coat?

Killing the Sheep and taking over its body finishes off the list of things you're supposed to do in this Environment Sector. The Teleporter has now gone from inactive ...



... to active.

All you have to do is go stand in the middle of the Exit Teleporter to go to the next Environment Sector. However, you do want the Souvenir for this Environment Sector, don't you?

Getting the Souvenir

Getting the dead Sheep to the Spaceship is tricky when you have to take the Dog's body along as well. But that's what you have to do in order to get the Souvenir. However, if you just jump out of the Sheep and head back to the Dog's body, you'll take damage and possibly die before you get there. Big Lesson #1: *Evo is very vulnerable outside a host body.*

Tip

Learning to move two bodies at one time in the left-foot, right-foot manner will help you defeat later Environment Sectors.

At times, two heads are better than one!

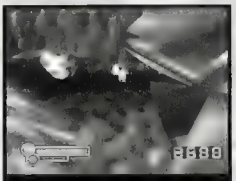
Advance one body a little ahead of the other. Then hit the Right Button to jump Evo out of that one into the one behind. By see-sawing back and forth between them, you'll get both bodies to the rocket exhaust area of the crashed Spaceship. Leave the Sheep's body there and jump back into the Dog. Finally, go to the cockpit and start barking to fire up the rockets.

Try herding the Sheep toward the back of the Spaceship and fry them alive. It's a little more tricky because they insist on running away a lot of the time, but it can be done. Either way, herding the sheep or killing and becoming one, takes patience.

And you can only fry one Sheep at a time, so don't be greedy. Work steadily to get them over there. Actually, only one of the Sheep becomes the Souvenir after it's fried. But you might have to cook all three to get the right one.

Caution

You must kill at least one sheep with your Bite Attack to meet the mission requirements. Frying a sheep alive *does not* count.



And voila, one crispy crunchy golden Souvenir!

Grab the Souvenir and head to the Exit Teleporter to move onto the next Environment Sector. Simply stand in the middle of it, and you'll move right along.

Have A Nice Day!

Mission Brief:
- Get four Sheep into the pen.
- Find the Mouse with wheels.

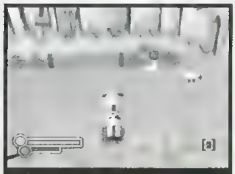
In this Environment Sector, the spice of danger is added. The electrical fence zaps you if you're not careful. And if you jump into a Sheep's body (which you'll need to do to gather all the Purple Power Cells), you'll be vulnerable to the Dog on the other side of the water. (And make no bones about it, that Dog will kill you!)

First, herd all the Sheep into the Pen. Then bump up against the Blue Switch by the Pen to turn it red. This activates the electric fence and keeps the Sheep inside. Next, gather all the Purple Power Cells, and find the Racing Mouse with wheels. (The Mouse is located in the Doghouse marked on this Environment Sector's map.) Finally, jump the Ramp (also marked on the map) to the Exit Teleporter on the Island. You can then move to the next Environment Sector.

There's a lot of things to do in this Environment Sector.

Completing the Mission

Begin this Environment Sector as a Dog. Go immediately to the left to find the Sheep Pen.



Here's the Sheep Jail, Marshal Dog!

Notice the Blue Switch next to the entrance to the Pen. Bumping up against it turns the electric fence on and off. Don't stand in front of it, though, because if it zaps you, it'll do damage.

Beware of the Blue Switch. It'll light up your life if you're standing on the wrong side of it.

Normally, two Sheep graze in this area. Chase them both into the Pen and turn the electric fence on. While herding the Sheep, don't try to stay on top of them. Just stay close enough to cause them to turn. Also, the Dog runs faster than the Sheep, so monitor your speed. Bring them around in wide circles instead of driving them forcibly. They'll go pretty much on their own.

Herding the Sheep can be tricky.

Once those two Sheep are in the Pen, bring the one out of the trees behind you.

There's a Sheep down in the apple orchard as well.

Take note of the SV Crate sitting among the trees. If you've gotten zapped by the electric fence, Bite Attack the Crate to open it. Then you can get the Life Energy Power-Up inside if you need it.

An SV Crate!

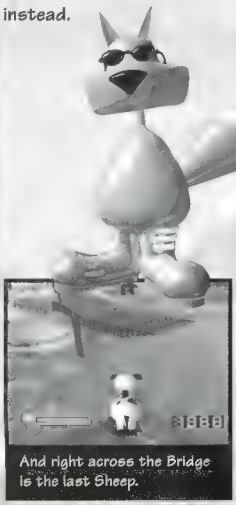
Chase the Sheep across to the Pen, shut off the electric fence, and herd the Sheep inside. Don't forget to switch the electric fence back on.

Yee-hah! Get along, little Sheep!

Even scanning the distance, you won't immediately be able to see the last Sheep.

You'll have to go a-hunting for the last Sheep.

Although you could swim across the water, stroll across the Bridge instead.



And right across the Bridge is the last Sheep.

Once you're on the other side of the first Bridge, the Sheep makes a mad dash toward the Bridge to the left. It runs and Floaty Hops into the air, sailing gracefully.

That's not a cloud. That's a Sheep.

The Sheep leaps easily from island to island where those Purple Power Cells are. You can't get them as a Dog. Any ideas?

The Purple Power Cells on these islands can be hard to get—if you're not dressed for it!

Track the Sheep down and herd it back into the Pen.

Tip

While you're on the Bridge overlooking the islands, turn to the right and look at the waterfall. See the Dog there? You've got competition in this Environment Sector.

This Dog has a taste for Sheep, so beware.

If you get the Sheep too close to the Dog, the Dog attacks it. You must then maneuver two bodies back to the Sheep Pen in order to complete the Mission.

Eventually, you'll need to become the Sheep to get all the Purple Power Cells. But you'll have to avoid the Dog because it can bite and kill you.

Usually the last Sheep ends up on the hill next to the Pen. So it's a simple matter to herd it into the Pen after you switch off the electric fence. Once all four Sheep are penned, the first part of the Mission is accomplished. Go around the Environment Sector to get all the Purple Power Cells you can manage as the Dog. Refer to the map to find their locations.

Don't forget the one in the apple orchard.

Don't forget the one behind the Doghouse.

Or the one behind the waterfall.

When you get to the Doghouse, notice the door doesn't open. But don't worry about it for now. Also pay attention to the checkerboard Starting Line in front of the Doghouse.

Relax. You don't have your racing shoes on yet, but you will!

While gathering Purple Power Cells on the other side, you'll discover the Racing Mouse sleeping in the other Doghouse.

The Racing Mouse is in the House!

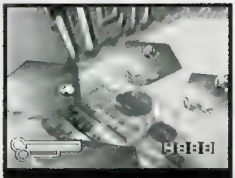
Leave the Racing Mouse in the Doghouse for the moment. Circle around the water behind the Doghouse, and you'll find a group of Platforms holding more Purple Power Cells. Notice the round shadows on the Platforms. Those are more Purple Power Cells just out of your reach for now.

The Platforms hold a few secrets.

Start with the lowest Platform and work up to the highest using the Dog's jumping ability.

Work up gradually. A fall from this high won't hurt you.

When you get the Purple Power Cell on the last Platform, the others will rise into the air.



The rewards are high now, but so are the dangers!

Tip

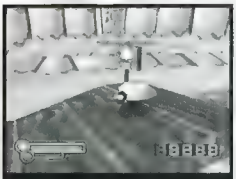
Don't worry about the Platforms falling back to the ground if you fall off after getting the Purple Power Cell. Get back to the tallest one again, and they'll raise once more. Just make sure you're not under them when they fall!

Leap around the Platforms and get all the Purple Power Cells. From there, jump back to the ground. The fall won't hurt you—unless you're under the Platforms when they come back down!

At this point, you should at least have 11 of the Purple Power Cells, all the ones on the ground. The rest will have to be obtained as the Sheep. Return to the Pen, switch off the electric fence, and kill one of the Sheep. Hit the Right Button to jump Evo into the Sheep's body.

Fleece for your life.

Switch the electric fence back on and run down to the Bridges.



Time to take the high road.

Run toward the Bridge's edge and hit the A Button to do a Floaty Hop. DO NOT land on the first island. If you do, you'll never make it to the second one.

You are floating through the air with the greatest of ease.

Gather the three Purple Power Cells. If you fall into the water, walk out onto the bank (only one side will allow you to do this) and try again. To make the jump to the third island, it's sometimes helpful to leap onto the Speaker on the second island.

The last Purple Power Cell is on the island with the Exit Teleporter. You'll have to get there with the Racing Mouse. So return to the Pen, get the Dog, and go get the Racing Mouse.

The view changes drastically when you're the Racing Mouse.

As the Racing Mouse, see that the Mission's second objective of finding the Mouse with wheels has been accomplished. The Exit Teleporter is now on as well.

You're all revved up and ready to go, if you can get there.

Once you're on the Island, get the final Purple Power Cell. Then, to go to the next Environment Sector, jump the Ramp (marked on the map) and get onto the Exit Teleporter. However, this Environment Sector's Souvenir still remains to be claimed.

Getting the Souvenir

As the Racing Mouse, go to the checkerboard Starting Line in front of the other Doghouse. Once you line up, a Racing Dog comes out of the Doghouse to challenge you. Checkered flags raise to point out the race track.

Follow the flags to victory.

To beat the Racing Dog and claim the Souvenir, you have to race twice around the track and avoid the water. Use the Speed Boost (A Button) but leave enough to jump over the water at the end of each lap. If you fall into the water, the Racing Mouse takes some serious damage. Use the Tail Attack on the SV Crate to get the Life Energy Power-Up if you need it.

The leap for life!

The strategy here is to really hug the edges of the pond without falling in. Use the Speed Boost without using it up before the final jump. Beating the Racing Dog will get you the Souvenir.

The winner and still the champion!

After you've finished the race, go to the Ramp and jump onto the island. Be careful not to land on the Exit Teleporter before you get the Purple Power Cell located here.

Before attempting the Ramp, make sure you're lined up right. Use the Trigger to get a Racing Mouse's eye view.

Get the final Purple Power Cell. Then run over to the Exit Teleporter to exit this Environment Sector.

Tip

If you're really struggling to get across with the Racing Mouse, simply go back and get one of the Sheep. You can float across without problems.

Honeymoon Lagoon

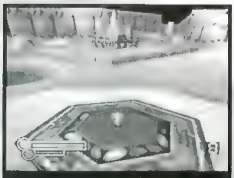
Mission Brief:

- Deactivate the Big Machine.
- Deactivate the electric fence.
- Get something soft and fluffy.

To achieve the Mission in this Environment Sector, turn off the Big Machine by bumping up against the four switches at its base. Then, turn off the electric fence by hitting the Floor Switches located by the Big Machine in a rapid sequence. Kill and become a Sheep. Then leap onto the Exit Teleporter pad to get to the next Environmental Sector.

Completing the Mission

Begin this Environment Sector as the Racing Mouse. Take a look at the Big Machine in front of you.

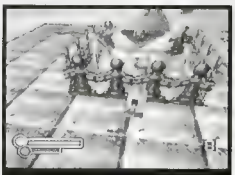


Now that looks complicated!

Go toward the Big Machine and head right, following the ledge that blocks you from climbing up on top of it. Follow the next corner around to the Ramp (marked on your map). Then Speed Boost (A button) over the Ramp and onto the Big Machine.

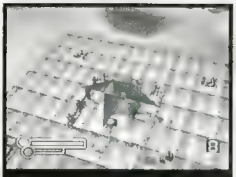
As the Racing Mouse, you're always on the lookout for Ramps.

Locate the four Switches at the base and bump up against them to turn off the Big Machine. This completes the first part of your Mission.



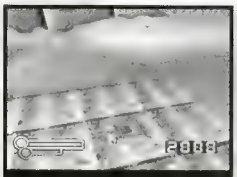
The Switches are easy to see once you're on the Big Machine.

Once the Big Machine is deactivated, it throws out four Purple Power Cells that land on Floor Switches.



The placement of these Purple Power Cells is a big clue as to what you're supposed to do next.

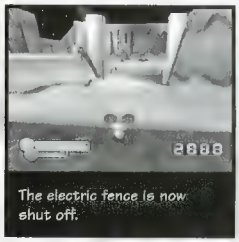
When you get the first Purple Power Cell, notice that you're standing on a Floor Switch.



Watch how the Floor Switches turn red for a short time.

The Floor Switches are on a timer. You have to get all four of them switched on at the same time. To achieve this, use your Speed Boost (A button) to hit all the Floor Switches in quick succession. It may take a few attempts, but be patient.

Once you've executed the proper sequence, the electric fence shuts off. This completes the second part of the Mission.



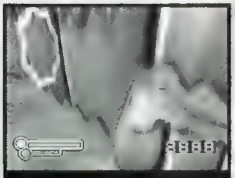
The electric fence is now shut off.

Instead of making a bee-line for the electric fence, and the Sheep and Exit Teleporter beyond, go to the Ramp that got you on the Big Machine. Turn left and follow the Ledge against the wall.

See the Ledge in the upper left corner of the picture?

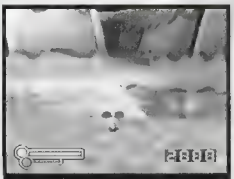
Getting the Souvenir

Use the Speed Boost on the Ledge to get the Racing Mouse through the Blue Ring floating in the air. Start boosting at the bottom of the Ledge right on through to the top.



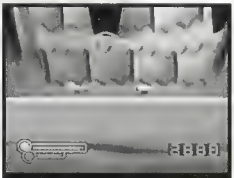
These Blue Rings add up to extra skills training, and this Environment Sector's Souvenir!

Follow the wall around to the right and discover another Ramp that allows you to jump across the water.



Look for this one near the TV screen.

Speed Boost across the Ramp and follow the canyon on the other side. This path gives you a view of the waiting Sheep and the Blue Ring located here.



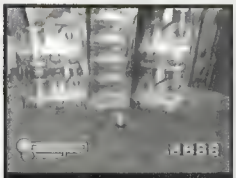
Look at those Sheep!

This is the Blue Ring.

Turn back and leap across the water again. Follow the wall around to the deactivated electric fence area.

Looks enticing already, doesn't it?

Go inside and take a look around. The Exit Teleporter is on the right, but it's still not activated. You have to get something soft and fluffy as the final part in the Mission, remember?

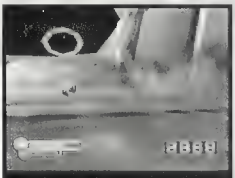


There's a lot of water between here and there for a Racing Mouse.

Soft and fluffy brings Sheep to mind. However, in this Environment Sector, you have become the hunted as well! Go toward the apple trees, and you'll spot the Foxes running around under them.

The Foxes are deadly!

For the moment, ignore them and go to the left. Follow the Ledge there up to one of the Purple Power Cells.



Look! Another Blue Ring!

Take the Purple Power Cell and Speed Boost through the Blue Ring.

Then come back through the gate that is guarded by the electric fence and approach the apple trees. Here, the Foxes are guarding some of the Purple Power Cells you need.

There are two options to choose from here. You can zip through the Foxes on Speed Boost and snare the Purple Power Cells. Or you can attempt to get one of the Foxes alone and kill it. However, they usually attack together.

These guys definitely aren't happy to see you!

Tip

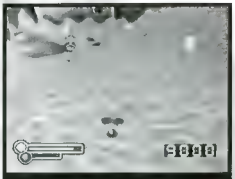
Later on in the game, you're going to have to know how to kill Foxes. If you like, you can get some practice here.

Your best chance of killing one is to use the Tail Attack (and with the Racing Mouse, that's only a small chance at best). So Speed Boost around the Fox and attack its side or its head. Stay away from its backside since it uses the Tail Attack as well.

However you get past the Foxes, Speed Boost up the hillside where more Purple Power Cells sit on ledges.

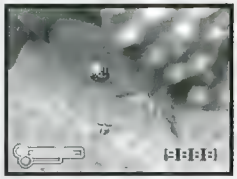
Speed Boost through these or you'll never make it up.

Collect the Purple Power Cells and continue going up. Pass the flower garden ...



Speed Boost through these or you'll never make it up.

... and get the Purple Power Cell behind the tree on the left.



Go to the right of the tree and find the Elevator that goes up and down into the water where the columns are.

This only works if you fall in as the Sheep. The Racing Mouse will die in the water!

This is a better view of the Exit Teleporter, Blue Rings, and Purple Power Cells waiting for you.

As the Racing Mouse, you can't get on the Elevator. Turn around and continue down the hill to the right. Another Blue Ring is below.

Here's another Blue Ring to leap through.

Leap through the Blue Ring and drop down to the Sheep below. Tail Attack one of them and kill it. Then use the right button to jump into its body. This completes the final part of this Mission. The Exit Teleporter is now active.

Tip

If you miss this Blue Ring as the Racing Mouse, you'll find you can't get out of this area. So simply use the Sheep to get this Ring. You have to get all the Blue Rings in order to get the souvenir.

As the Sheep, hop over the ledge the Mouse couldn't get over before.

Continue over the water, past the Big Machine, and to the columns where the Exit Teleporter is. Jump into the water and swim around to collect the Life Energy Power-Up.

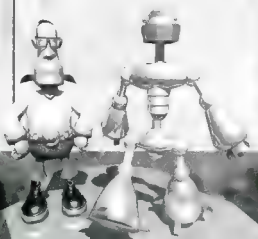
These come in handy if you didn't make it through the Foxes without taking damage.

Surprise, surprise, there's a dead Sheep in the water. Use the right button to jump into it.

This isn't your normal Sheep. Note the coil it rests on—looks bouncy, huh?

Actually, this is a Springy Thingy. It's really fun to play around with, but it's not going to help you beat the level. Get back into the normal Sheep.

Swim over to the Elevator and take it up. Turn around and wait for the Elevator to come back up. Then run to the end of it and Floaty Hop to the column on the right where the Purple Power Cell is.



Get every Purple Power Cell you can.

Turn left and look at the two final Blue Rings here and the Purple Power Cell sitting on the next column.

Floaty Hop through the first Blue Ring and drop down for the Purple Power Cell. Floaty Hop through the next Blue Ring and the hidden cave with the last three Purple Power Cells. Then this Environment Sector's Souvenir will be revealed to you.

The hidden cave!

If you fall, swim back to the Elevator and go up. Follow the same path across the columns. From the last column, simply Floaty Hop into the cave and claim your prizes.

Floaty Hop from the cave to the water and take the Elevator back up. Go through the columns again, but this time make the Floaty Hop onto the Exit Teleporter column. This will move you to the next Environment Sector.

The Battery Farm

Mission Brief:

- Raise the bridge sections.
- Grow some carrots.
- Switch off the electric fence.

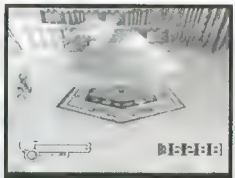
Things get more complicated and risky in this Environment Sector. The first rocket-equipped Racing Dog shows up here, and the Purple Power Cells aren't as easy to acquire.

Starting out as the Racing Mouse, get into the Sheep Pen and kill one. Use it to float across the open Bridge and throw the switch there. Go back for the Racing Mouse, and lure the Racing Dog to his doom under the crushing bale. Then grow the carrots at the Pumphouse.

Kill the Sheep by the next Bridge and float across the water and touch the Red Switch to raise the Bridge section. Then get into the Racing Dog inside the Farm House, and throw the Floor Switch there to shut down the electric fence. Once inside the fence, take the Exit Teleporter to finish this Environment Sector.

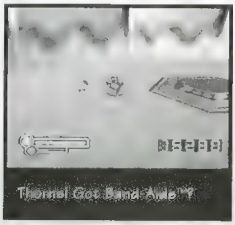
Completing the Mission

Starting out as the Racing Mouse again, take a look at the hills and Ramps in front of you.



Definite Motocross Madness ahead!

Also look at the purple flowers that insist on popping up everywhere. They can hurt you a lot if you keep bumping into them.

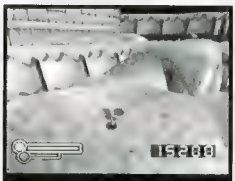


Thornsl Got Band-Aids?

Face the first Ramp and race up it. Speed Boost over the next one.

Get your finger off the Speed Boost button quickly, or you'll overshoot your target and have to do it again.

Turn slightly to the left and Speed Boost over the next Ramp. Let off the Speed Boost as soon as you're airborne.



Line up carefully. This can be tricky.

Turn to the right and line up your next jumps. Then Speed Boost over them.

The next Speed Boost should continue until you're on safe ground near the Sheep Pen!

Directly ahead is another Ramp that will get you inside the Pen.

Once you're over this, you meet the Ram.

Once you leap into the Pen, the Ram (the one with the golden horns) will strike at once, using a Head-Butt Attack. The strategy here is simple: Either kill the Ram with the Tail Attack, or avoid him and kill one of the Sheep.

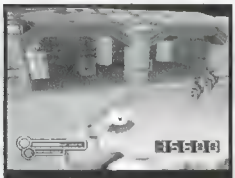
Tip

To maintain good position and kill the Ram, use a combination of Speed Boosts and Tail Attacks.

Ramp into the Pen and pursue whichever course of action you've selected.

Olé!

Assuming you've chosen to simply get a Sheep, leap over the fence and head for the Barn to collect the Purple Power Cell.

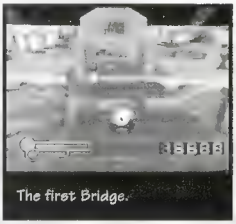


The Sheep's not much use for breaking the SV Crates found here.

The Sheep can't break the SV Crates found here, but it can get the Purple Power Cell on the stack. And the Ram takes a little more time to get the jump right because it jumps higher and bumps into things.

The Sheep can get the Purple Power Cell.

Leave the SV Crates intact while you get the Purple Power Cell. Then go to the first Bridge.



The first Bridge.

Floaty Hop across to the Blue Switch and bump up against it to turn it red. This raises the Bridge sections.

The complete first Bridge.

Walk back across the Bridge, Floaty Hop into the Pen, and put Evo back into the Racing Mouse. Next, race across the Ramp to get out of the Pen and go to the first Barn. Then Tail Attack all the SV Crates to reveal the Life Energy Power-Ups you may need.

As you leave the Barn, take a left and avoid the first Bridge for the moment. Around the side of the Barn, locate a small opening with one of the Purple Power Cells inside.

The hiding places are becoming more deliberate.

Streak across the Bridge to the second Barn and encounter a Racing Dog there.

The Racing Dogs are always blast-happy!

As long as you're the Racing Mouse and don't attack the Racing Dog, he'll leave you alone. However, you're not going to be so nice. Inside the Barn is a Blue Switch.

Blue Switches can be so mysterious.

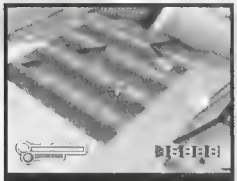
Bump up against the Blue Switch. Then wait. The Racing Dog will wander by and get smashed by the hay bale.

Paté anyone?

Turn the Blue Switch off and jump Evo into the Racing Dog. Walk through the back of the Barn to the Carrot Patch and Pumphouse.

You're going to need a green thumb to complete this sector.

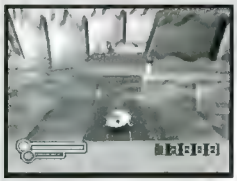
Bump up against the Red Lever to spray water over the carrots. Repeat the move until they grow, completing one of your tasks on this Mission.



Now those are carrots!

Go to the left and kill the Sheep near the second Bridge. Then leap into the Sheep. After a few tries, you'll realize you

can't Floaty Hop across the second Bridge to the Blue Switch there. You can't swim across either.



Take the Sheep back to the Carrot Patch and leap up onto the carrots until you reach the ridge above.

Avoid the Foxes to the right and go left.

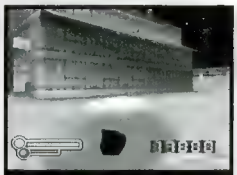
As the Sheep, don't go anywhere near the Foxes on the ground.

Walk up the Ramp to the left.

Follow the Ramps to the Blue Switch near the Second Bridge. Then bump it to raise the Bridge sections. This completes one of your Mission tasks as well.

The second Bridge.

Don't get the Racing Dog yet. There are Purple Power Cells to collect around the second Barn. You can see them on the rooftops.



High hiding places.

Walk to the Barn and bump the Blue Switch. Floaty Hop, first onto one of the hay bales that are sitting on the floor, and again onto the smashing hay bale.

Be careful hopping up onto the smashing bale. But the trip is worth it!

At the top of the Barn, leap off and go around to collect the two Purple Power Cells. Then walk over to the Movie Camera and bump it to get a free tour of this Environment Sector.

Better than home movies!

Walk to the loft overlooking the first Bridge. Next, Floaty Hop outside and immediately to the left to get up on the rooftop. Then grab the Purple Power Cell there.

Up on the rooftop! Both sides of the rooftop!

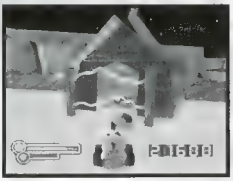
Repeat the process for the Cell on the right side of the Barn. Then leap off the Barn roof toward the Carrot Patch, and go get the Racing Dog. It's time to go ballistic!

Take the Racing Dog across the second Bridge and go Fox hunting. Kill the Sheep along the way.

Tip

When using the Missile Attack on the Racing Dog, you actually can run out of ammo as you deplete the energy. So attack, then wait to recharge (the green bulb attached to your life line). And always attack from a distance. Don't get face-to-face with a Fox.

During the attack, notice the electric fence in front of the Doghouse and the Purple Power Cells on top of the Farmhouse.



Enter the Farmhouse and find the Floor Switch that shuts off the electric fence. The Racing Dog is the only one that can do this.

Only the Racing Dog can deactivate the electric fence by stepping on this Floor Switch.

The Exit Teleporter is now active. However, there remain a lot of Purple Power Cells to collect, as well as this Environment Sector's Souvenir.

Getting the Souvenir

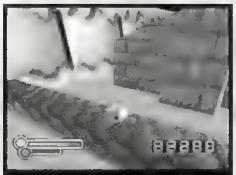
Pass up the Exit Teleporter for now and take the Racing Dog around in a bombastic kill frenzy. Everything has to die in order for you to collect the Souvenir. All the Foxes should be dead at this point leaving only the Sheep alive in the Pen. Go blast them. Use the Ramps to get into and out of the Pen because you can't shoot the missiles through it.

You're armed to the teeth, and they have nowhere to run. But that doesn't take the fun out of it, does it?

Tip

If the Ram is still alive at this point, he'll be the only thing you have to worry about inside the Pen. So take him out first.

Once all the Sheep are dead, the Souvenir is revealed inside the Farmhouse's chimney. Move Evo to a sheep, then cross the first and second Bridges. Then turn to the right, follow the incline up, and leap up onto the hedges.



Tiptoe across the hedges.

From there the Sheep will be able to walk around and Floaty Hop up onto the Farmhouse. For now though, Floaty Hop to the ledge against the wall to the left of the Farmhouse. Then take the Purple Power Cell there.

Leap from the hill here to the horseshoe shaped hill where the next Purple Power Cell is. After claiming that Purple Power Cell, turn toward the water. There's a small piece of land jutting out into the water with a Tap on it.

This is the island with the Tap.

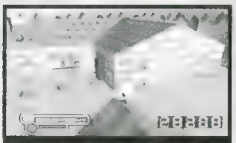
Floaty Hop to the island and bump up against the Tap to activate it.

And this is the Tap.

The water sprayer comes on in the Field. Swim across and grab the Purple Power Cells you've grown there.

You've got a green thumb all right.

Walk back across the second Bridge and return to the hedges. Floaty Hop up onto the Doghouse and climb to the top. Then Floaty Hop to the Farmhouse.



Floaty Hop from the top of the Doghouse to the corner of the Farmhouse.

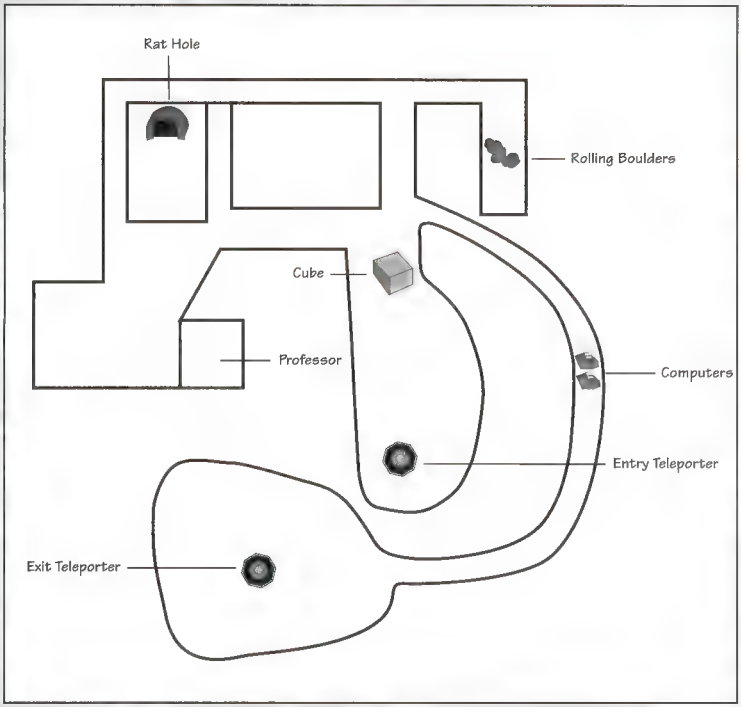
Grab the two Purple Power Cells from the Farmhouse's rooftop and drop through the chimney to get the Souvenir. Then walk out of the house and go behind it to get the last Purple Power Cell hidden there.

You may have already collected this one, but it's easy to overlook in all the excitement.

Return to the Doghouse and enter the Exit Teleporter to end this Environment Sector.

Bet you don't see many of these in doghouses.

The Engine Room



Mission Brief:

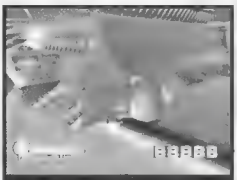
- Find the keycard.
- Activate the Bridge.
- Open the Security Door.

Completing the Mission

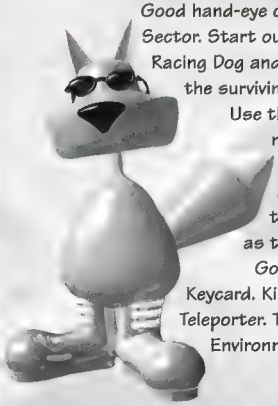
As a Racing Fox, you start out in a metal hallway with a narrow opening between computer systems near a Glass Block.

You are between a Bear and a mysterious block.

On the other side of the computers is the first Bear you've met.

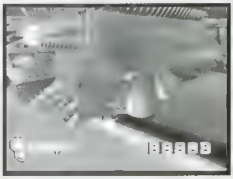


Fighting the Bear by yourself is NOT a good idea.



Good hand-eye control becomes important in this Environment Sector. Start out as the Racing Fox. Then lead the Bear to the Racing Dog and let them fight. Take the dead one and use it to kill the surviving one.

Use the Racing Dog's missiles to destroy the computers near the Glass Block. Then as the Bear, put the Glass Block in the rings near the Professor's Room and approach him for the Keycard. Take the tunnel to the Bridge Switch, blast through the computers as the Racing Dog, and bump the switch to activate it. Go to the Security Door now that you have the Keycard. Kill the Bear guards and go through to get to the Exit Teleporter. Then take the Bridge across to complete this Environment Sector.



Dash out to the left with the Bear hot on your tail. Lead it to the Racing Dog where the floating red rings are, and run for your life. If the Bear and the Racing Dog come close enough to each other, they'll fight. Usually the Bear will kill the Racing Dog.

Tip

If you're patient, you can move to the edge of the computers and never get out into the hallway. The fight between the Bear and the Racing Dog will still take place. Of course, you still have to be good enough to kill the winner!

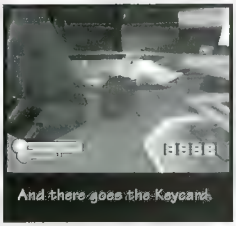
Jump Evo into the dead animal and use it to kill the surviving one. Or, if you're really gutsy, try killing the survivor with the Racing Fox.

As the Racing Dog, return to the computer consoles where the Glass Block is. Use your missiles to destroy the computers and reveal the Purple Power Cells they were hiding.

As the Racing Dog, it's possible to push the Glass Block over to the red, square rings in front of the Professor's Room. But it's a lot simpler to carry it as the Bear, and it takes the Bear to put it into the rings as well.

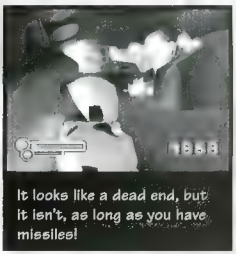
Once the Glass Block is in place and floating, go to the Professor's Room. He'll come across and give you the Keycard.

Get the Keycard and return to the Racing Dog's body. You'll be shown where the Security Door is, but now is not the time to go there.



Using the map provided, destroy the nearby computer. Then go into the Bridge Tunnel to the right of the computer bank you destroyed near the area where you came in.

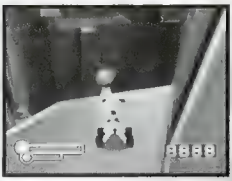
Follow the Bridge Tunnel until you reach a computer bank. Destroy all the computers, take the Purple Power Cells, and keep going.



In a short time, you'll reach a room filled with boiling lava.

Hotter than five-alarm chili!

Go up the Ramps to the right to reach the Blue Switch that activates the Floating Bridge.



Return to the hallway where you first arrived. Then turn right and follow the corridor.

Destroy the computer in the hallway and take the Purple Power Cell. Then continue along the corridor to the intersection. Kill the Rat there, but watch out for the little Gifts he leaves behind. They're stinky and deadly.

Ratty little land mines!

Follow the intersection to the left to encounter another Rat. Kill that Rat and destroy the computer here as well. Then collect the Purple Power Cell. A little farther down the corridor, spot the Mouse Hole that will come in handy for collecting the Souvenir.

Look for the Mouse Hole. It's easy to overlook.

Turn left at the next corner and destroy the computer found there. Next, grab the Purple Power Cell and retrace the corridor back to the intersection where you killed the first Rat. Take this new corridor. A Life Energy Power-Up lies in the middle of the incline.

Just when you thought you'd never see another Life Energy Power-Up ...

Go along the corridor and up the incline. Stop at the landing and turn to the right to find a Sheep. Kill it because you'll need it in just a little bit.

The last computer is just across the corridor.

Destroy the computer and find out where the Souvenir is. Next, use the Sheep to Floaty Hop across and get the Purple Power Cells and Life Energy Power-Up if needed. Then get back into the Racing Dog.

Getting the Souvenir

Go back to the dead Rat by the Mouse Hole. Jump Evo into the dead Rat and enter the Mouse Hole to claim the Souvenir.

And here's your prize!

After getting the Souvenir, return to the Racing Dog's body. Then go back to the corridor that's not fully explored yet and continue moving through it. Only a little farther ahead, another Rat attacks. Beyond it, gigantic glass boulders roll back and forth across the hallway, ready to squish anyone not fast or agile enough to get through.

Now that's the worst kind of rock 'n' roll!

Edge through the boulders one at a time, gauging the rolls. Pick up the two Purple Power Cells along the way.

In the room beyond is a Rat and two Bears. Kill them and go into the room. When they're all dead, jump into the Rat. Bump up against the Green Panel and creep through the stinky land mines waiting here.

Tip

Fighting the Rat is straight-forward. Simply shoot it as it approaches. The Bears, however, take some finesse. Duck into the room, shoot them, then retreat behind the first glass boulder. Wait until your missiles fully recharge to attack again. They won't follow you into the corridor, but they will get within shooting range. So hit them with everything you've got, and repeat the maneuver until they're both dead.

Turn left and take the Floating Bridge across to the Exit Teleporter to beat this Environment Sector.

And you're on your way again!

Fat Bear Mountain

Mission Brief:
- Kill the angry animals.
- Flood the sheep dip pool.

Start out as the Racing Mouse. Climb up the mountains until you find the Sheep and the Ram. Then lure the Ram after you to the Racing Dog. They'll fight.

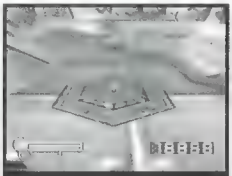
Take the one that dies and use it to kill the other one. Then take the Racing Mouse up the Ramps and over to the Blue Switch to open the Security Door on the cave.

Return to the Racing Dog's body and use it to kill the Bear. Then take over the Bear's body and walk onto the Floor Switch.

Get back into the Sheep's body and leap into the Sheep Dip Pool now that the level has come up. Jump on top of the floating crates, then onto the Exit Teleporter to finish the Environment Sector.

Completing the Mission

Beginning as the Racing Mouse, follow the trench around to the right.



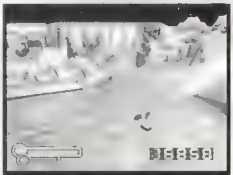
You're going to be this way a number of times, so get used to the view.

The Sheep Bridge.

Go deeper into the left fork of the valley here and find the next ledge up.

Continue up the hill to the SV Crate.

Follow the path to the left, then left again as a ledge becomes visible. If this first ledge leads out to the Sheep Bridge, you turned too early.



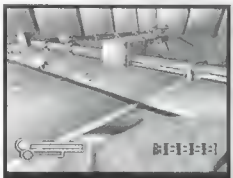
It's hard to see, but the trail is there.

Two trails branch out on either side of the snow-capped hill. It's across from the short, incomplete bridge.

Take the fork to the left. Then turn and Speed Boost over the gray stone Ramp ahead. This will bring the Ram and the Sheep after you.

To make the Ram chase you, hit the Ramp just right with the Speed Boost. But be prepared to run because he'll come immediately.

Run away from the Ram, toward the Sheep Dip Pool and the Racing Dog waiting beyond. Pause as necessary to keep the Ram focused on you. If you get too far ahead, the Ram will walk away.



Pace the Racing Mouse close to the Ram to keep it coming.

Once the Ram and the Racing Dog get close enough to start fighting, duck and hide. Stay in the area, though, because the Ram will follow you.

When the Ram and Racing Dog fight, make sure you're a distant spectator.

The Racing Dog ignores the Racing Mouse. And it may take a couple of passes to get the Ram interested in the Racing Dog.

It's a fight to the finish, but you're just beginning!

Tip

If this strategy is too wimpy for you, try killing the Racing Dog with the Racing Mouse. It's difficult, but it can be done with the TailAttack, and it's guaranteed to keep you busy!

It's also possible to open the Security Door and lure the Bear into fighting the Dog. But again, that takes some skill.

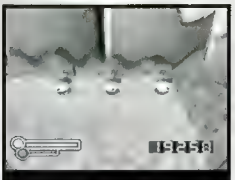
Jump Evo into the dead animal and kill the remaining one. Then take the Ram and go round up the three Sheep.

Get the flock together.

Get the Sheep to follow the Ram to the Sheep Bridge. Then leap across to the three switches on the other side.

Note

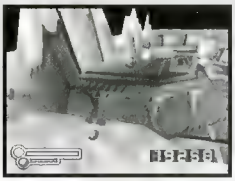
If the flock followe the Ram and dies in all of this fighting, you have to start the Environment Sector over. Without the flock, you can't get the souvenir.



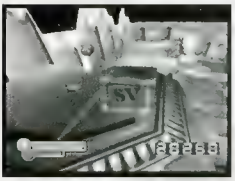
It's a parade!

Once the location of the Souvenir is revealed, take the Ram back around to the Racing Dog area and get the Racing Mouse. Follow the ledge against the wall past the Security Door and Speed Boost up the Ramp.

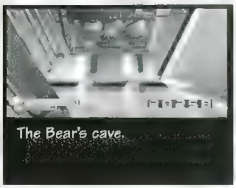
In the next area, there's another Ramp.



Line up the jump and Speed Boost toward the Blue Switch. Then take the Purple Power Cell and the Life Energy Power-Up if needed.

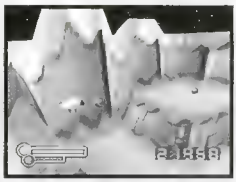


Once the Switch is triggered, the Security Door opens to reveal the Bear and more of the Sheep Dip Pool.



The Bear's cave.

Take the Racing Mouse down onto the ledge where the three Sheep are. Kill one of the Sheep (this may require chasing them down) and take its body. Then leap over the next Ramp to get the Purple Power Cell hanging in the air.

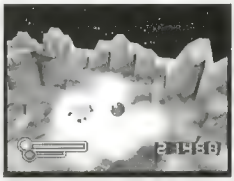


Next, gather all of the Purple Power Cells out of the Mountains.

Getting the Souvenir

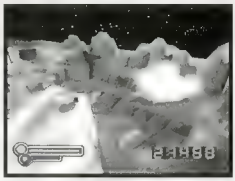
While you're up in the Mountains, don't forget to pick up the Souvenir.

Get the one in the clouds by going up the same snow-covered Ramp the Running Mouse used.

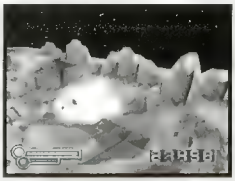


There's one behind the tree where the TV screen is.

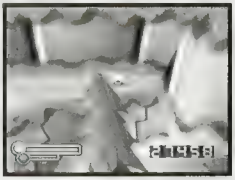
To get the Souvenir, use the snow-covered ramp to get up onto the mountain.



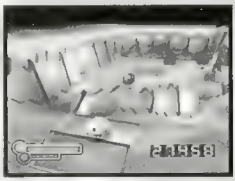
Then Floaty Hop over onto the ledge where the Souvenir is.



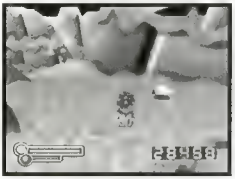
From there, Floaty Hop over to the right where two more Purple Power Cells are.



Go back to the incomplete Bridge and get the one there.



While you're there, you'll be able to see one off to the right, past the snow-covered Ramp. Get it after you've Floaty Hopped to the one in between the Bridge pieces, then climb back up the incline.

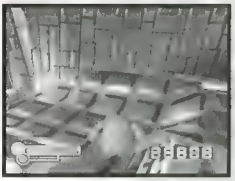


From that point, Floaty Hop toward the Racing Dog. Then jump Evo into the Racing Dog and go down into the Bear's Cave.

Bring on the Bear! You're ready!

Lure the Bear outside and use the Racing Dog's greater speed and missiles to kill him. The secret is to keep distance between you and the Bear. Then you can blast him every time the missiles recharge.

Take over the Bear's body and return to the cave to scout around.

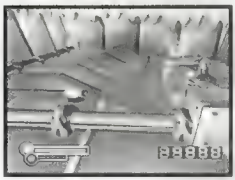


Take the Purple Power Cell. At this point, you should have 14 Purple Power Cells. The last one is in the Sheep Dip Pool. Step onto the Floor Switch in the corner to turn on the Tap in the Sheep Dip Pool unless you need the Life Energy Power-Up.

Tip

If at some point you find yourself short on Life Energy, you can find one in the Sheep Dip Pool. However, you can only get it before you activate the Floor Switch.

Get back into the Sheep's body and go to the Sheep Dip Pool. The Exit Teleporter's already active.



Jump into the pool and push one of the floating blocks into a line between the shore and the Exit Teleporter.

Getting across to the Exit Teleporter will be a breeze now.

Before getting out and making that jump, though, swim around behind the Exit Teleporter for the final Purple Power Cell.

The one that almost got away.

With this Environment Sector completed, swim to the shore and make your Floaty Hops to the Exit Teleporter.

Rocky Hard Place

Mission Brief:
- Elevate the asteroid chunks.
- Bring a thing on a spring.

This Environment Sector involves a lot of footwork—with several feet! Begin as a Racing Fox and jump the Ramps to the Sheep. Next, kill one of the Sheep and leave the Racing Fox's body on the Floor Switch. This turns off the electric fence around the Springy Thingys. Floaty Hop to the asteroid chunks, and again to the Blue Switch. Bump it to turn on the Big Block. Then Floaty Hop down to the asteroid containing the bonus Purple Power Cells.

Floaty Hop over to the Movie Camera where the Elevator is. Cross the ramp and Floaty Hop on top of the Big Block. Then Floaty Hop from the Big Block to the Red Switch and bump it to turn off the gravity. (You can use the Racing Fox at this point as well.)

Go get the Racing Fox. Then run across the floating asteroid chunks and the Bridge to get to the Springy Thingy Pen. Kill one of them and jump up to the Exit Teleporter to finish the Environment Sector.

Completing the Mission

As the Racing Fox, run up the blue Ramp.

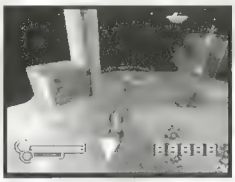
Be careful on the ramp. One misstep and you're spaced!

Note

Fall off on the left, and you're dead. Fall off on the right, and you're at the water level, but your life energy has dropped to about half. However, if you want a free tour of this Environment Sector, don't miss the Movie Camera here. And you'll have to grab the Purple Power Cell to complete your collection.

Go up the green Ramp on the other side.

Notice the Big Block. Turn to the right and spot the Springy Thingy Pen with the electric fence.

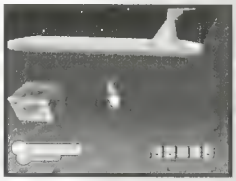


Walk over the edge of the hole to the right of the Big Block. When you drop into the Pool below, use the Racing Fox's teleport ability to grab the Purple Power Cell.

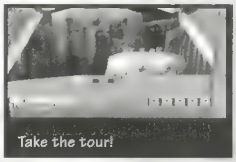
It may take a few tries to get the Purple Power Cell, but it can be done.

Avoid the elevator for the moment.

Walk out to the right, toward the SV Crate and get a good look at the space beyond the station.



Turn around and go in the other direction to find the Movie Camera and the island with five Purple Power Cells on it.



Take the tour!

Return to the Elevator and go up. Cross back over the Ramps and walk by the Springy Thingy Pen this time. One of them is a Ram, which means killing one of them won't be easy.

At the top of the next rise, there are three Ramps.

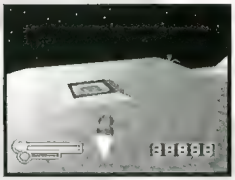
The one with the Purple Power Cells is impossible to climb. Take the other one.

You can easily walk across the Ramp to the left without using the Racing Fox's teleport ability.

On the other side of the Ramp, land on the island below. Turn left and cross the Ramp there.

Don't worry about the sparks. They're harmless. However, a fall from this Ramp means death.

A Floor Switch sits in the grass on the other side.



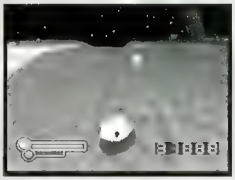
Stepping on it shuts off the electric fence. However, when you move off the Floor Switch, the electric fence comes back on. Obviously, something needs to be left there.

Speed down the hill and herd the Sheep back up it. Once you have one of them there, kill it. Then jump back and forth between the bodies to leave the Racing Fox Body on the Floor Switch.

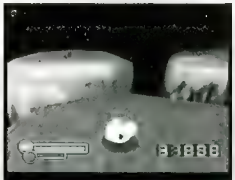
Be careful in your Sheep herding and killing. It's really easy to go speeding over the side.

As the Sheep, go down the hill toward the red flowers.

Once you reach the flowers, set your sights on the Life Energy Power-Up to the right and go toward it.



From this point, the floating islands nearby are easily visible.



The jumps here are easily made by the Sheep's Floaty Hop ability. Just don't let off too early.

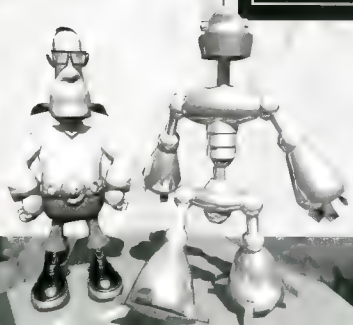
Floaty Hop to the one on the left first and take the Purple Power Cell there. Then Floaty Hop to the next one. From there, Floaty Hop to the Blue Switch. Don't worry about the massive explosions you hear ... yet.

The explosions are nearby at this point, but they won't touch you.

Bump the Blue Switch and watch the asteroid chunks rise. You've completed the first part of this Environment Sector's Mission.

Tip

At this point, you could go back after the Racing Fox and finish with it. However, you have to take it across the raised asteroid chunks as described later on in this section. It's much easier to maneuver the Sheep through the final steps of getting to the second Blue Switch.



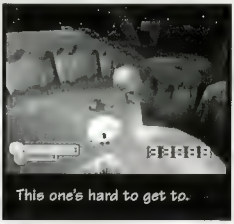
The Meteor Field is dead ahead. Walk through the middle and the damage will be almost non-existent.

The sky is falling!

Climb up the incline to find the Bridge.

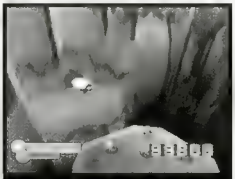
The Sheep can never make it across this Bridge. The Racing Fox can, but only while using its Teleport ability.

It's impossible to get the Sheep across the Bridge. It's simply too slow. To get across here, it takes a Racing Fox. However, walk out onto the Bridge and let it collapse. When it does, Floaty Hop down to grab the Purple Power Cell below.



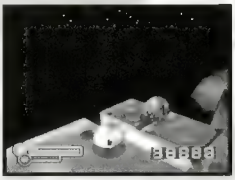
This one's hard to get to.

Once on the small hill, walk to the tree, then over the edge to get to the island below with five Purple Power Cells. Let off on the A button a few times to lose altitude and better judge where you are.

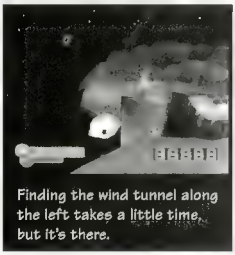


It sounds a lot easier than it is if your coordination's off. Lose altitude gradually to correctly judge your position.

Floaty Hop to the cave area where the Movie Camera was and take the Elevator up. Then cross the ramps and Floaty Hop onto the Big Block. When it rises, take the Purple Power Cell at the top.

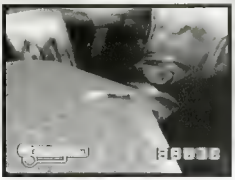


Move to the left of the platform and Floaty Hop toward the next switch. Stay way to the left and keep the A button down, and you'll make it.



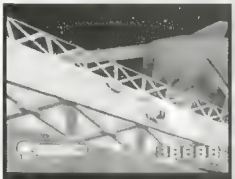
Finding the wind tunnel along the left takes a little time, but it's there.

Bump up against the Red Switch to shut down the gravity. Floaty Hop over the fence and drop onto the Floor Switch where the dead Racing Fox is. Then jump Evo into the Racing Fox's body. Speed to the floating asteroid chunks (which the Blue Switch raised) and race across them one at a time as they come into alignment.



Walk to the left. Then come back up through the middle of the Meteor Field like you did with the Sheep. At the top, teleport across the Bridge to get to the other side.

Take the Purple Power Cell on the other side. Then turn right and go down the Ramp with the two Purple Power Cells on it.



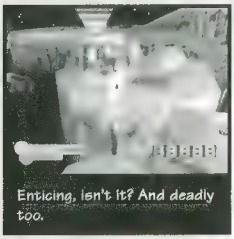
It's much easier getting the Purple Power Cells on the way down than trying to climb up the ramp.

Tip

If you somehow miss getting both Purple Power Cells here, don't worry. Just stand back from the bottom of the ramp and charge up. Don't use the Teleporter, it'll just fizzle out when you hit the ramp. You can't get back up the hill, but you can reach both of the Purple Power Cells.

Kill one of the Springy Thingys and take over its body. Once you get the Springy Thingy, the Teleporter becomes active.

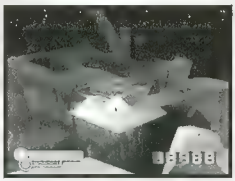
Hop around the Ramps to the area with the Floor Switch. Then turn and face the Teleporter.



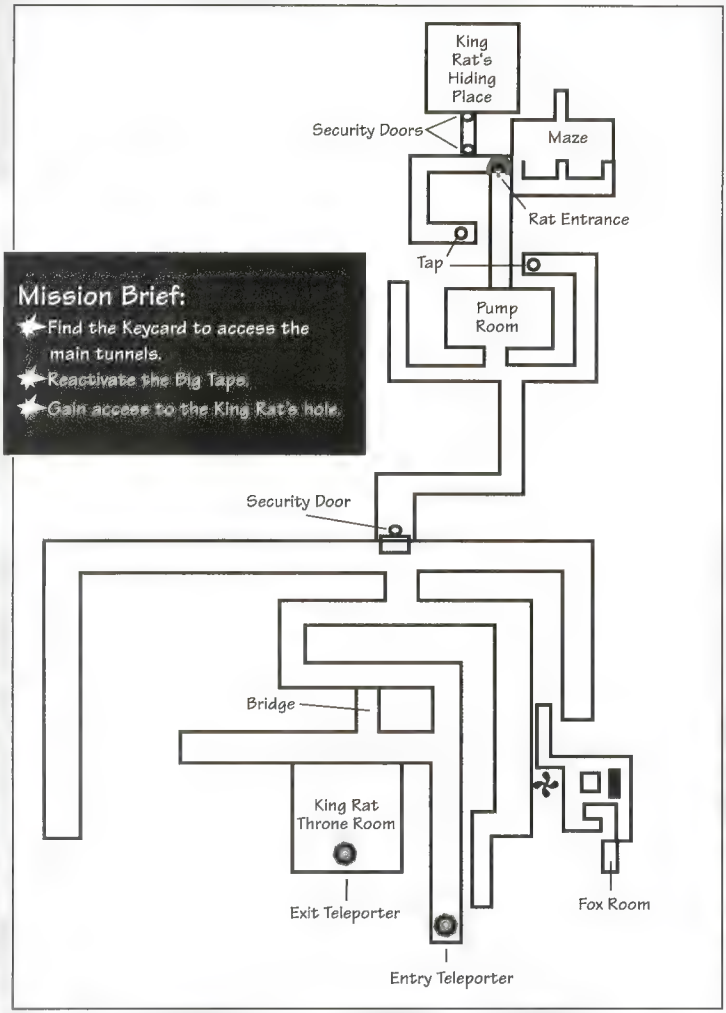
Enticing, isn't it? And deadly too.

Getting the Souvenir

Spring over and grab the last two Purple Power Cells. Instead of springing up to the Teleporter, jump from the peak the Teleporter is on to the chunk above it. Then grab the Souvenir and hop down into the Teleporter to finish the Environment Sector.



Stinky Sewers



Find and kill a Rat to get into the small sewers and locate the Racing Fox's lair. Become the Racing Fox and get into the Professor's room to get the Keycard. Then go through the Security Door and locate the first Tap. Open the Tap to halfway to fill the Pumproom.

Walk back to the Pumproom and jump Evo into the Dog's body. Then line up the crates and jump across. Locate the second Tap and twist it. Go back, get the Racing Fox, and invade the Rat tunnels behind the crates.

In the King Rat's hideout, kill one of the Rats and get its body. Next, kill, and then become, the King Rat, so you can get into it's hole. Use the Exit Teleporter inside to get to the next Environment Sector.

Completing the Mission

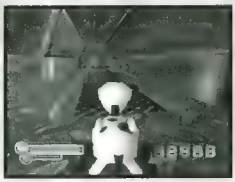
As the Racing Dog, speed down the corridor and into the water.

Swim across and get out on the other side. Then turn left and roll through the door. It opens automatically.

Tip

Missiles come in really handy in this Environment Sector. However, don't get too rocket-happy around the Toxic Waste Canisters. They can hurt you if you're too close.

Roll on down the next corridor.



Turn to the left, halfway down, and spot the King Rat's hole.

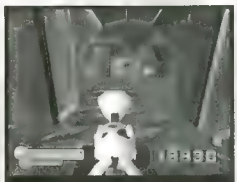
A bridge will descend when you get close to it, but you can't get through unless you're the King Rat.

Sorry. Invitation only. You have to become the King Rat to get through here.

Remember where the SV Crate is. You'll probably need it with all the Rats in this Environment Sector. Keep going down the corridor and turn to the right. Also notice the pile of steaming Dung in the hallway. To get the Souvenir in this Environment Sector, you're going to have to track down each piece and bite it.

Aren't you glad this game isn't in Taste-a-Vision?

A T-intersection lies ahead. Look down the left side, and you'll spot the Security Door that takes the Keycard.

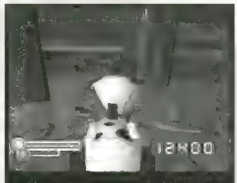


You need the Keycard to get through this door.

Go down the corridor to the right, past the steaming pipe. At the end of it, green fog swirls around. To the left is a passageway the Dog is too tall to enter.

Fog never promises good things.

You'll have to find and become a Rat to get through the small doorway.



A Rat can get through here easily. So become a Rat.

Speed into the fog and turn the corner. Kill all the Rats that attack you.

Turn the next corner and kill the Rats there.

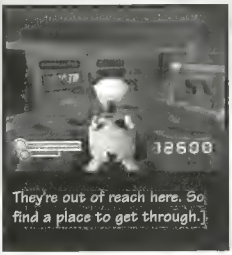
Watch out! These little guys can be hard to find in the fog.

Watch out for the one hanging on the pipe overhead.

Waiting to pounce!

An SV Crate sits at the end of the tunnel.

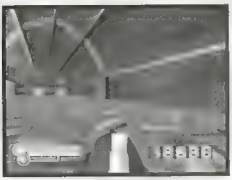
To the left of it is a grate that looks in on the Fox lair. Two of the Purple Power Cells gleam there, just waiting.



They're out of reach here. So find a place to get through.]

Go back and jump Evo into one of the Rat bodies. Run out to the first piece of Dung you found and eat it using the B Button. Then scramble back into the small doorway you passed earlier as the Dog. To the right, a protective wire grate covers a large fan.

Grab the Purple Power Cells to the left.



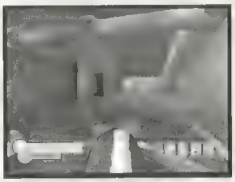
Return to the fan and head down the tunnel to the left. Refer to the map of this area if you get turned around.

Tip

Since you're going in to kill the Racing Fox and take over its body, it's a good idea to kill the two Rats in this area. But beware! Once you start killing them, they're not as friendly toward you.

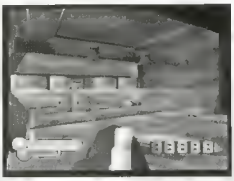
They run the same track over and over, so lay a few Land Mines for them to run into. If everything works out, you'll kill them without them ever touching you.

From the entrance by the fan, head into the tunnel and take the first right. Walk down this tunnel and, again, take the first right.



Take the SECOND left in this new corridor. Then grab the Purple Power Cell at the end and turn around.

Head back the way you came and take the first right. Follow the corridor all the way to the end and take the turn to the RIGHT. This will take you straight into the Racing Fox's lair.



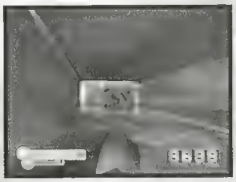
Dash into the Racing Fox's lair and kill it. Be sure to eat the Dung (B button) while you're still the Rat. Otherwise, you can't get the Souvenir in this Environment Sector. Grab the Purple Power Cells here too. Then take over the Racing Fox's body and come back into the tunnel.

Tip

The best strategy for defeating the Racing Fox here is to run in a big circle in the middle of the room, spreading Land Mines the whole way. Keep it up until the Racing Fox is dead.

To eat the Dung, keep pressing the B Button until it's all gone.

Take the left at the end of the tunnel, then the first right. Take the next right and the right after that to find an SV Crate. Break it open with the Racing Fox's Tail Attack and take the Life Energy Power-Up if needed.



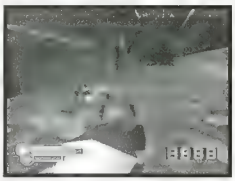
Turn around and take the first left. Keep going straight and take the THIRD left to get back to the fan. Then walk out into the corridor where the green fog swirls and go to the right.

Make your way to the left and go through the corridor to the Security Door. Speed to the left and jump into the water.

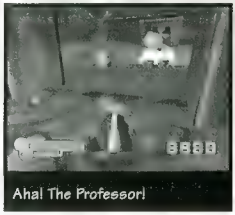
Rats in the water in thie Environment Sector generally don't work. There is, however, one instance where they do.

Swim along the water. The Racing Fox can't get into the first tunnel to the right, but it can climb into the second one.

Go through the next small door and into the foggy corridor beyond. Kill the first Rat that appears and take over its body.



As the Rat, spread the Land Mines to kill the other Rats. Run around the corner beyond the door to the Professor's Room and eat the Dung there. An SV Crate with a Life Energy Power-Up is also there. Then go through the door to the Professor's Room.



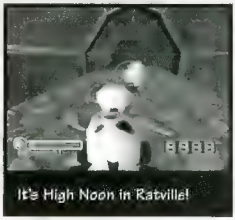
Aha! The Professor!

Touch the Professor to get the Keycard. And don't forget to get the two Purple Power Cells behind him.

Retreat and grab the Racing Fox's body again because the Rats can't swim. Get back into the water and swim to the Security Door. But don't go in as the Racing Fox. Instead, go get the Racing Dog and come back.

For a short lesson in how to get the Racing Dog, head into the tunnel to the right of the Security Door. Take the first left, then the next two rights, and a left if necessary.

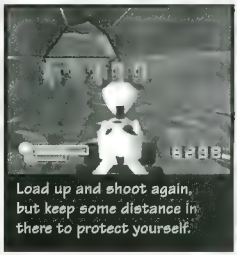
Get back to the Security Door (touch the Control Panel) as the Racing Dog and go through. Kill the Rats there immediately.



It's High Noon in Ratville!

Follow the corridor around, killing all the Rats that show up. An SV Crate with a Life Energy Power-Up is around the next turn. Stop at the next intersection.

Three paths lie ahead. To the left is an SV Crate with a Purple Power Cell behind it. To the right are two doorways. One leads into the Pumproom, and the other leads to a corridor that goes to the first Tap. Follow the corridor on the right to the first Tap.



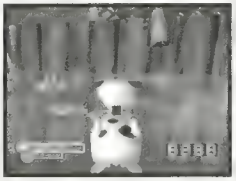
Load up and shoot again, but keep some distance in there to protect yourself.

Use missiles to destroy the line of Toxic Canisters that block the way, and keep going. Bump up against the Tap to open it, filling the pump room halfway.

On the way back, pass up the doorway to the Pumproom and go find a Rat. Jump Evo into the Rat's body. Then come back and eat the Dung you found in the corridor.

Definitely not a healthy diet, but it will get you this Environment Sector's Souvenir.

Take the Rat back and get into the Racing Dog. Then speed back to the Pumproom and swim out into the water. A dead Dog is floating here. Jump Evo out of the Racing Dog and into the Dog.



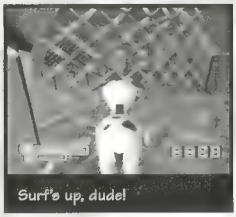
As the Dog, push the two wooden crates into a line. Use them to jump up to the other side of the Pumproom.

Caution

Important! If you get trigger-happy and destroy the crates in the Pumproom, you can forget about completing this level. You have to have the crates in order to succeed.

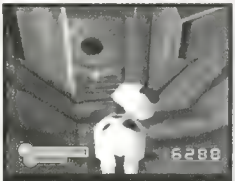
Also, you'll have to work with the crates to get them positioned right. If you don't have them together, you won't get enough room to get across to the other side.

On the other side of the Pumproom, turn to the left and go down the corridor. Next, pass the Security Door on the right and take the next left. Leave the dead Racing Dog alone and turn left to find the second Tap. Then bump the second Tap to finish filling the Pumproom.



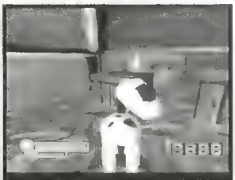
Surf's up, dude!

On the way back, bump into the Security Door's Control Panel to get the Purple Power Cell behind it.



You can get through the first Security Door here, but there's no way through the second. It actually opens from the other side, which is the King Rat's hideout.

Then take a closer look at the stacked crates, and you'll find the entrance to the King Rat's present hiding place.



Hurry through here, and you'll miss the rathole.

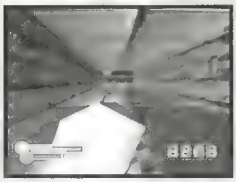
As the Dog, swim back across the Pumproom and go get the Racing Fox. He's the only thing that can swim across the water and get into the Rat Tunnels.

For quick reference, turn right outside the Pumproom; then take the first left. Follow the corridor around to the Security Door. Bump the Control Panel and head straight across to the steaming pipe.

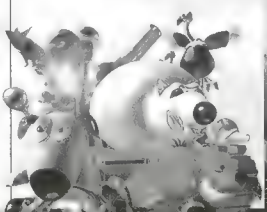
Turn left in that corridor. Then take the first right and follow the corridor around to the Racing Fox. Bring the Racing Fox back to the Pumproom.

Enter the Rat tunnel between the stacked crates. Refer to the map for this area if you get confused.

Take the first right, then an immediate left followed by another left, another right, then a left. Take the next right and grab the Purple Power Cell hidden there. Come back out that corridor and take a left followed by another left, a right, and a final left (along a green wall that has orange streaks in it). That will take you straight to the King Rat's hiding place.

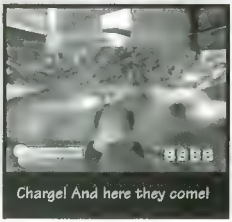


Advance slowly to the doorway that leads out into the King Rat's throne room.



Now there's a chair fit for a king! A Rat King, that is!

Walk forward, then retreat when the King Rat sounds the charge.


Charge! And here they come!

Stay back and try to kill one of the small Rats. As soon as it's dead, jump Evo into its body. Chase the King Rat down and kill him with the Bite Attack. If you accidentally bite one of the other Rats, they'll all attack you.

Caution

DON'T bite any of the other Rats because they'll all decide you're the enemy. Only bite the King Rat.

If you're the Racing Fox trying to kill the King Rat, his Ratty Smell Attack kills you quickly.

Killing the King Rat takes time and cunning.

Be sure to collect the two Purple Power Cells in this area. And there are two SV Crates with Life Energy Power-Ups if you need them.

Hey, you've never looked more kingly!

Ignore the tunnel you came in and the Security Door. Instead, find the other tunnel leading out of the area.

Jump Evo into the dead Rat you used earlier and go down this tunnel to eat the Dung at the end of it. Then go back to the King Rat.

Take the Rat (not the King Rat at this time) into the tunnel you first crawled through. (You'll know the tunnel because the dead Racing Fox is beside it where you fought and killed a Rat.)

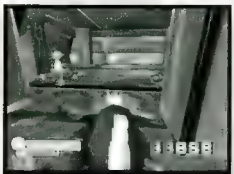
Turn right, ignore the next left, and take the right at the end of the tunnel. Ignore the next left and turn right, following the corridor draped in red. Take a right, then a left to get the Purple Power Cell at the end of this corridor. Also, eat the Dung you find here to reveal the Souvenir's hiding place.

Getting the Souvenir

Go back and jump into the King Rat's body.

To get to the King Rat, turn around, turn right, turn left, ignore the next right, and take the following left. Ignore the right after that and turn left.

Take the second exit this time (the one without the Racing Fox). Then jump into the water and swim toward the Security Door. Take the right that leads to the steaming pipe. And take a right again to get to the Bridge that leads to the King Rat's hole.


Now you've got an engraved invitation.

Ignore the Bridge for now and roll into the water to the right. Roll on up the ramp to get the Souvenir.

Here's where the King Rat's swimming ability works: where there are Ramps to get you back up.

Retreat back down the tunnel in the water to the other Ramp up. Go through the Security Door and back to the Bridge area. Then cross the Bridge and enter the King Rat's hole.

A King Rat's Castle by any other name!

The Exit Teleporter activates. Get the last two Purple Power Cells behind the columns to the rear and on either side of the Exit Teleporter. Then crawl onto the Exit Teleporter pad to finish the Environment Sector.

Rat-o-Matic

Mission Brief:
- Kill the fox family.
- Destroy the Rat-o-Matic.

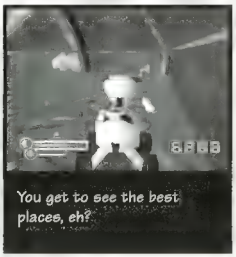
In this Environment Sector, start out as the King Rat and call all loyal subjects into your army. March out and defeat the Racing Foxes in the Outer Courtyard. Then jump Evo into a Racing Fox's body and return to the Bathroom.

Leap across to the table to activate the Blue Switch that opens the Locked Door. Walk to the Locked Door, kill the Racing Mouse inside, and turn on the Rat-o-Matic Machine. Next, race to the open cage and get sucked into the Rat-o-Matic. Then defeat the Rat-o-Matic by killing the Rat at the other end and spraying land mines around the computer.

Join the other Racing Mice in the Outer Courtyard. Follow them into the Mouse Hole and defeat the timed door to get to the Exit Teleporter.

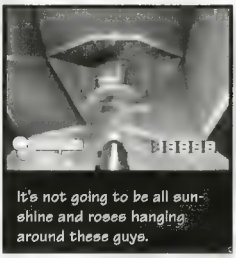
Completing the Mission

Start out as the King Rat. Walk to the end of the tunnel and turn left. Pass the Bathroom and Table Room for the moment.



You get to see the best places, eh?

Walk through the hallway and gather the Rats to your side. Four in all join you. Then turn left and go through the open doorway at the end of the corridor.



It's not going to be all sunshine and roses hanging around these guys.

Make sure all four Rats are around you because you need them all. Then sound the Rat trumpet and attack the Racing Fox Family in the Courtyard.

As the King Rat, keep stinking as much as possible. It'll help kill the Racing Foxes.

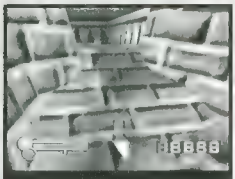
Pay attention to the Rats around you. When one of them dies, take it over and use it to spread land mines to blow up the Racing Foxes.

When one of the Racing Foxes dies, take it over and use it to help kill the other Racing Foxes. Remember, however, that the Rats will now think you're the enemy. And don't forget to collect the three Purple Power Cells that are in the Courtyard.

To win more quickly, become the enemy.

As the Racing Fox, return to the Bathroom. Take the Purple Power Cell behind the toilet on the right.

Climb the Ramp to the left of the toilet where the Purple Power Cell was.

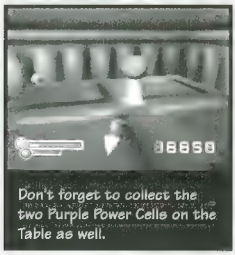


This Ramp can be really hard to see, so look closely.

At the top of the Ramp, teleport across to the Table and the Blue Switch.

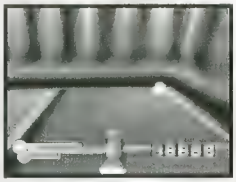
Tip

This teleport maneuver is tricky. It'll take a combination of moving forward and teleporting to get over to the Table.

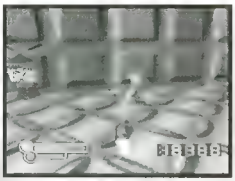


Don't forget to collect the two Purple Power Cells on the Table as well.

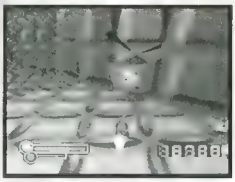
Drop off the Table and run into the corner to grab the Life Energy Power-Up there.



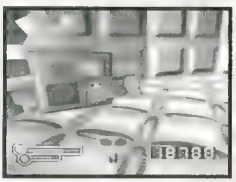
Crawl through the door, and walk to the right and down the corridor to reach the Locked Door. Go through the Locked Door. Move Evo to the Racing Mouse.



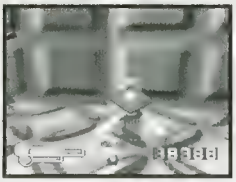
Cross over to the TV and bump up against it to activate it.



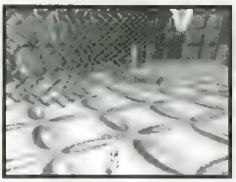
Go bump the Red Lever on the Rat-o-Matic to activate it.



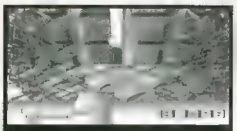
Then go to the Movie Camera to get an idea of what you're going to be facing.



After the video runs its course, return to the Rat-o-Matic and bump against the Red Lever again. Then Speed Boost back to the open cage.



Stand on the Red Platform to get sucked up into the machine.



If you arrive late under the suction arm, it'll start without you, and you won't be able to go.

Caution

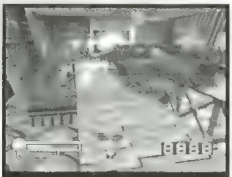
There are only five Mice in the other cages, so you have four chances after you run the initial sequence. If you run out of Mice, you'll have to replay the Environment Sector.

Plopping out at the other end, time the electrical charge and dash through, so you don't get fried. Then run to the left to avoid the spiked hammer.

Zip through the electrical current, so you don't get zapped out.

Avoid the spiked hammer as it rises. Then zip up to the left to activate the Blue Switch. Hold that position to get the timing down on the next hammer pushing sideways.

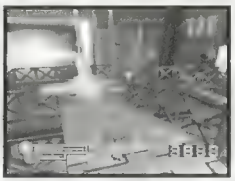
Run through the sideways hammer. Then get the timing down on the flame throwers and run through them.



Out of the frying pan and into the fire! Once you start running, DON'T STOP!

Staying to the right at this part seems to get you through safely more times than not. Avoid the Glazer process.

Avoid the fogger by running to the right and grabbing the Life Energy Power-Up in the corner.



Follow the conveyor belt on around to the computers.

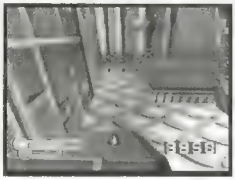
Kill the Rat and take it over to spread land mines around the computers. When they blow, the Rat-o-Matic will be destroyed.

Tip

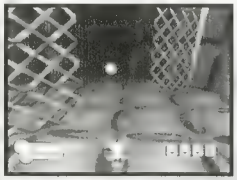
In fact, you don't even have to kill the Rat. Simply avoid it but keep it around the computers spreading land mines. Then wait—in a safe place—for them to blow up!

The video sequences showing the destruction of the Rat-o-Matic are awesome!

If you're not still in the Racing Mouse, move Evo back into it now. Continue on past the computers and take the Ramp down to the floor. Grab the Purple Power Cell at the bottom of the Ramp.



Search the rest of the room for goodies. You'll find there's only one more Purple Power Cell in this room. Next, go to the Rat-o-Matic Control Room and raid the cages there as well.



Tip

If some of the Purple Power Cells are missing, you probably missed the ones in these cages after the Rat-o-Matic was destroyed.

Run to the Courtyard (through the door and to the left) and join the other Racing Mice as they dash to freedom.However, the Souvenir for this Environment Sector still remains to be claimed.

Claiming the Souvenir

Run the Racing Mouse over to the dead King Rat and swap bodies. Then push one of the red cans over to the grill. See the Rat Souvenir in the Flames?

Meal for one?

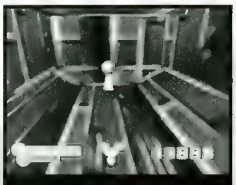
Jump from the King Rat into one of the dead Rats. Then lay mines around the red can and watch it explode.

When the explosion blows out the flames, trade the Rat body for a Racing Fox and run to the Ramp on the hilltop.

Use the Racing Fox's teleport ability from the top of the Ramp to get the Souvenir. Then return to the Racing Mouse's body and follow the other Racing Mice through the Mouse Hole.

Be patient with this teleport move. Climb close to the top of the Ramp and go. It might take a couple of tries.

Turn to the right and follow the corridor down to the Blue Switch. Bump up against it to activate it.



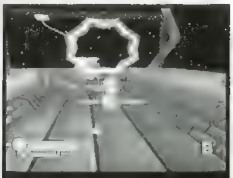
The Blue Switch activates a timer sequence.

Now that the switch is activated, a timer's running. Use the Speed Boost, but always reserve some to make the jump on the last leg of the run.

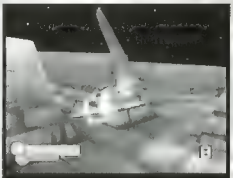
Once you get through the rising door, the Exit Teleporter is at the other end.

Give a Dog a Bonus

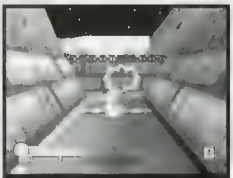
In this Environment Sector, fly through all the Blue Rings in order. This triggers the five Dogplanes that will blow up all the guns and attack you.



Head straight through the first and second rings.

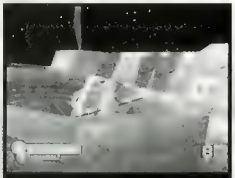


Bank sharply to pick up the third ring.

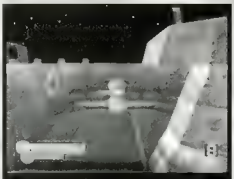


Avoid the Speed Ring when you go for the fourth ring. You don't need the extra speed, and a crash into the wall will do a lot of damage. Just pull up after you've flown through the ring and avoid the falling shells.

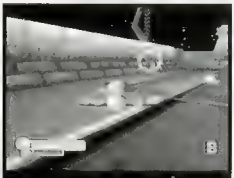
Fly through the fifth ring.



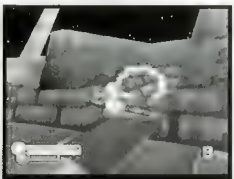
Bank sharply left and lose altitude to pick up the sixth ring.



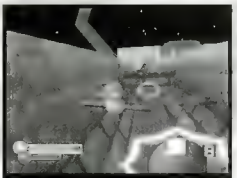
Fly easily through the seventh ring.



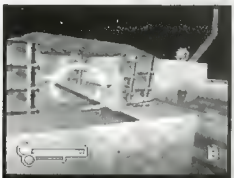
On the approach to the eighth ring, remember that the gun below will shoot at you. Avoid it on the way up and the way down.



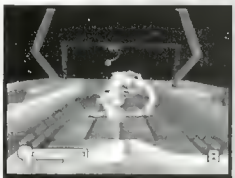
It takes a steady hand to get through the pipes and to the ninth ring.



Avoid the speed ring on the way to the tenth ring.

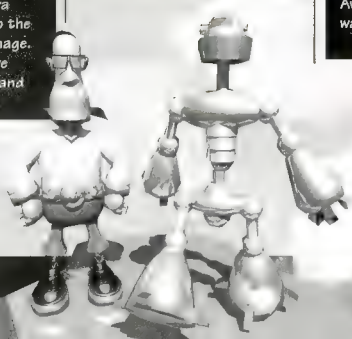


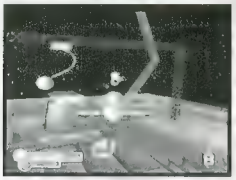
After you get the tenth ring, pull up sharply and veer to the right. Spot the eleventh ring under the metal platform and fly through it. Don't turn around, or you'll be face-to-face with the heat-seeker missiles.



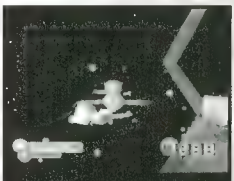
Fly through the twelfth ring and get ready to face the Dogplanes.

Fighting the Dogplanes requires the ability to seek out targets and switch to new ones that have targeted you. Execute the back flip and get behind them; then blast them from the sky.

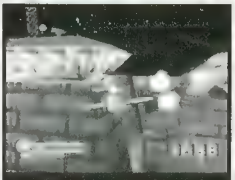




After you've shot down four of the Dogplanes, the Battery Charger comes on-line. Fly into the red-lit alley and keep reversing your flight path through it to build up your Life Energy again.



When you're topped off, rise up and shoot down the Dogplanes again. Keep dodging the heat-seeking missiles too. Stay on task with the Dogplanes, and Evo's Torso will appear on the platform under the swinging capsule.



Swoop down and get the Torso to finish off the Europe Environment Sectors.

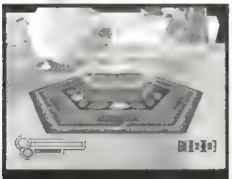
Snow Joke

Mission Brief:
- Switch on the snow blower.
- Switch on the big computer.
- Get a Husky.

Winter has come to *Space Station: Silicon Valley* with a vengeance in the next few Environment Sectors. In this first one, start off as a Penguin, kill a Husky, turn on the computer and the snow blower, and then leap across to the Exit Teleporter to win.

Completing the Mission

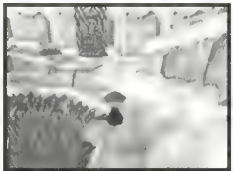
As soon as Evo finishes teleporting in, jump into the dead Penguin.


A body for Evo! How convenient!

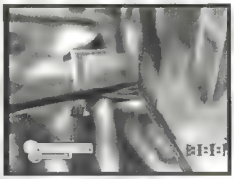
Walk straight forward to get the lay of the land.

Walking in a winter wonderland. Of course, it's filled with Penguin-eating Huskies!

Notice the Teleporter in the center of the big hole in the ice? The Big Computer Thing is straight across from your current position. Walk over the edge and pop your parachute open (press A Button and hold it down).

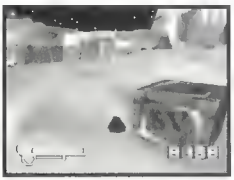

Press down the A button and hold it to glide with the parachute.

Glide as far as you can and get up to the Big Computer Thing.



Bump up against the Red Lever to turn on the Big Computer Thing. Then walk to the left and spot the other lever under the curved wooden Bridge.

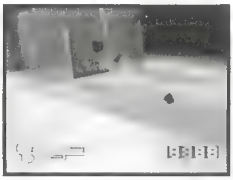
Make your way under the wooden Bridge and grab as many of the Purple Power Cells as you can find.



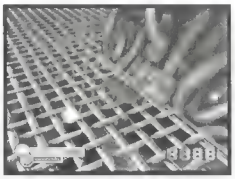
The first Rabbit encountered in these Environment Sectors hangs out around the SV Crate.

Careful. The Rabbit has a mighty Thump Attack that's guaranteed to send shivers through you.

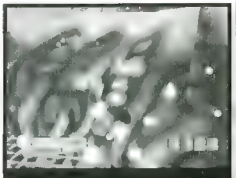
Walk up to the next Red Lever and switch it on.



Get the Purple Power Cell in this area as well. The Rabbit here won't be as friendly as the last one, and your Snowball Attack isn't the greatest against him. Avoid him for the moment and head down to the big hole in the ice.



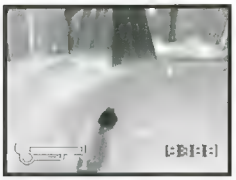
The third Red Lever is at the bottom of the snow blower. Climb down and switch it on.



Don't worry. You won't be trapped in the snow blower by crawling inside.

Once the snow blower kicks on, you'll float. Get over to the Ledge where the square Platform pokes out near the hill with the tree and hop out. (There are two Ledges, but only one of them has a tree on a hill by it.)

Climb the hill to the left by the tree and spot the first Husky.



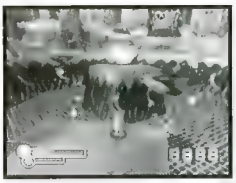
Throw snowballs at the Husky to kill it.

Make sure you're positioned where the Husky can't get at you. Then strike the fear of Penguins everywhere into him!

As long as you stay beside the tree, the Husky won't be able to climb up to get you. Keep pelting him with snowballs until he's dead; then scoot down and pop Evo into his body.

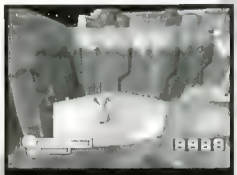
Death by Snowball Attack. There's no Dog like a cold Dog.

With the Husky under your control, you've now completed all the tasks required. The Exit Teleporter is active and you can now leave. But all those Purple Power Cells and the Souvenir remain.



Getting the Souvenir

As the Husky, find, kill and take over a Rabbit. Then circle through the snow-covered mountains and find all the Purple Power Cells. Then locate the orange Elevator and take it up to get the Souvenir.

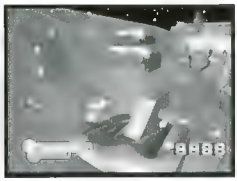


The areas around the Souvenir are extremely slick, and it will take some skill to make the jumps and grab it.

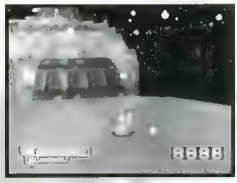
Tip

If you're having a hard time finding the Rabbit, check in the snow blower. A lot of times he's just blowing around in there. Bite him to death; then take his body.

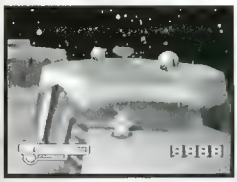
Once you're up in the hills, take the Souvenir.



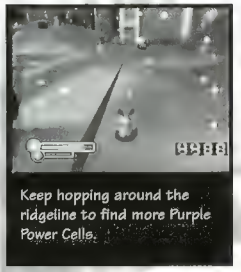
Hop over to the wooden Bridge to get the Purple Power Cell there.



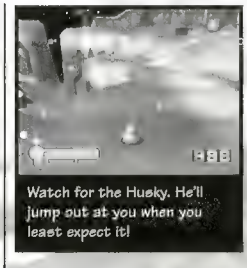
Keep on hopping across to find more of the Purple Power Cells in the high country.



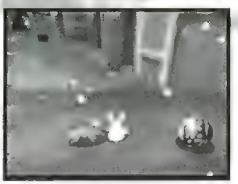
And even higher! Take the ledges in the high country to get to the two Purple Power Cells near the Movie Camera.



Keep hopping around the ridgeline to find more Purple Power Cells.



Watch for the Husky. He'll jump out at you when you least expect it!



Be careful of the Husky around the SV Crate, though!

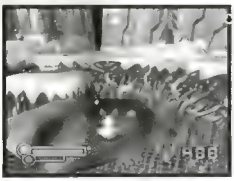
Tip

It's possible to use one Husky to kill the other Husky. Just follow the icy Ramp down to the snow blower; then bring your Husky back up. The only way to get the Husky up the icy Ramp is to keep jumping. After the other Husky's dead, return for the Rabbit. If you haven't encountered a Rabbit yet, you'll need to explore this area with the Husky until you do. Only the Rabbit can get ALL of the Purple Power Cells.

One of the toughest Purple Power Cells to get is the one on the snow blower exhaust.

To get this Purple Power Cell, you have to jump just right!

The easiest way to get this Purple Power Cell is to use the Penguin and float down on it from a cliff. Once you have all the Purple Power Cells, go to one of the Ledges overlooking the snow blower pit.



As the Rabbit, leap from floating stepping stone to floating stepping stone. Then leap to the Exit Teleporter and exit this Environment Sector.

Ice 'N' Easy Does It

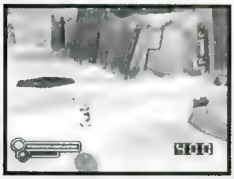
Mission Brief:
Get the heads!

Start out as the Husky and kill a Rabbit to gain mobility. Next, find the three preserved heads of the Professors in this Environment Sector. Use the Rabbit's Thump Attack to free the Heli-Rabbit from the ice. Then become the Heli-Rabbit and fly to the Exit Teleporter.

Completing the Mission

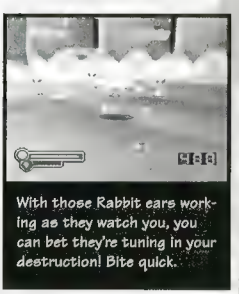
Although you're probably happy starting as the Husky in this Environment Sector, go look for a Rabbit.

The Rabbit's mobility is necessary to achieve your goals. And you'll notice immediately that the Husky can't get the Purple Power Cell on the hill to the left.

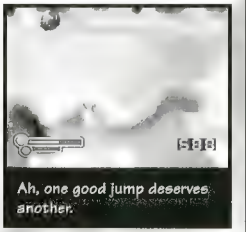


The first preserved head is on the hill to the right.

Run through the valley in front of you. Then kill one of the three Rabbits there.

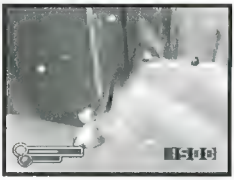


As soon as one of the Rabbits is dead, jump Evo into it. Then go back for the Purple Power Cell left behind. However, you still won't be able to get the preserved head. So return and leap up the icy ledges ahead of you.

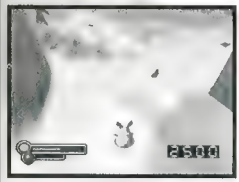


Get the Purple Power Cell from one of the ledges; then jump up and get the one at the top.

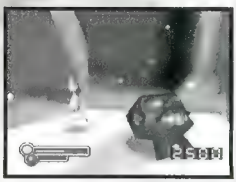
Hop to the right, following the ridgeline around, until you get to the very edge. Then hop across the crevasse in front of you to the Purple Power Cell there.



Keep hopping to get to the top. Turn to the left and look through the opening.

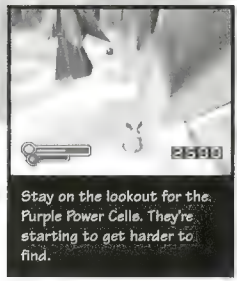


Don't go there yet. For now, hop to the other side of this ledge and pop down to get the first preserved head



Hop back up to the ledges and to the opening. This time go

through the opening. Then hop to the right and grab the Purple Power Cell behind the tree.



Stay on the lookout for the Purple Power Cells. They're starting to get harder to find.

Farther on is an SV Crate. Take it if needed, opening it with the Thump Attack. Beside it is another Purple Power Cell.

Caution

If you stand in one place too long, you're going to become the target of the Walruses' heat-seeking missiles. So stay moving.

Continue on in this direction and locate another Purple Power Cell, as well as a Walrus.

Evade the Walrus for now. This Rabbit simply isn't equipped well enough to fight it. Instead, turn and hop out onto the center of the ice. The Walrus will follow, but if you reach your goal soon enough, it won't matter. The goal is a Heli-Rabbit trapped in a block of ice.

Frozen dinner? I think not. This is going to be one of your favorites animals to play as! Just get it out of the ice.

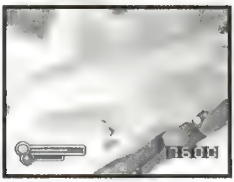
Use the Thump Attack to get the Heli-Rabbit free of the ice. Repeat as necessary. Then leap into its body and get airborne.

Just give those ears a twirl and get moving through the sky.

The Exit Teleporter out of this Environment Sector is located here as well.

Fly around and grab any of the Purple Power Cells that you haven't gotten so far. And use the bomb to blow open the SV Crates if you need the Life Energy Power-Ups.

Another two Purple Power Cells are on the ledge above the TV.



And one is in the pool of water behind the next cliff wall. But be careful about getting the Heli-Rabbit soaked. It won't do well in water. If you continue flying around in this area, you'll notice there's a Ramp by the pool. And there are objects on the ledge on the other side.

Follow the cliff wall around until you make a complete circuit. Then drop bombs on one of the Walruses to kill it.

Bombs away until the Walrus is dead.

Be prepared because they fight back quickly and efficiently. Drop down and take over the Walrus' body.

As the Walrus, speed around to the pool of water and Speed Boost across the Ramp. Once on the other side, collect the preserved head and the Purple Power Cell.

Speed Boost back over the Ramp, return to the Heli-Rabbit, and change bodies again. Then fly the Heli-Rabbit back through the gap you used to enter this area. There's only one head left to find.

Tip

Man, the Walrus is a blast—skidding and spinning and firing missiles the whole way. Take some time out, if you're brave enough, and kill the other Walruses with the one you've got. Learn to get around on the ice and strike back. It's good practice for later, more aggressive levels.

The skills you learn are going to come in handy later. Just be careful of the power jumps that smack you back into the ice and drain the Life Energy. Hang time is great, but not if you pay for it when you hit the ground.

After flying through the gap, turn to the left and spot the last head on the ledge there.

Fly over and collect the Purple Power Cell as well as the head. Also get the other Purple Power Cell on this side that you couldn't get earlier.

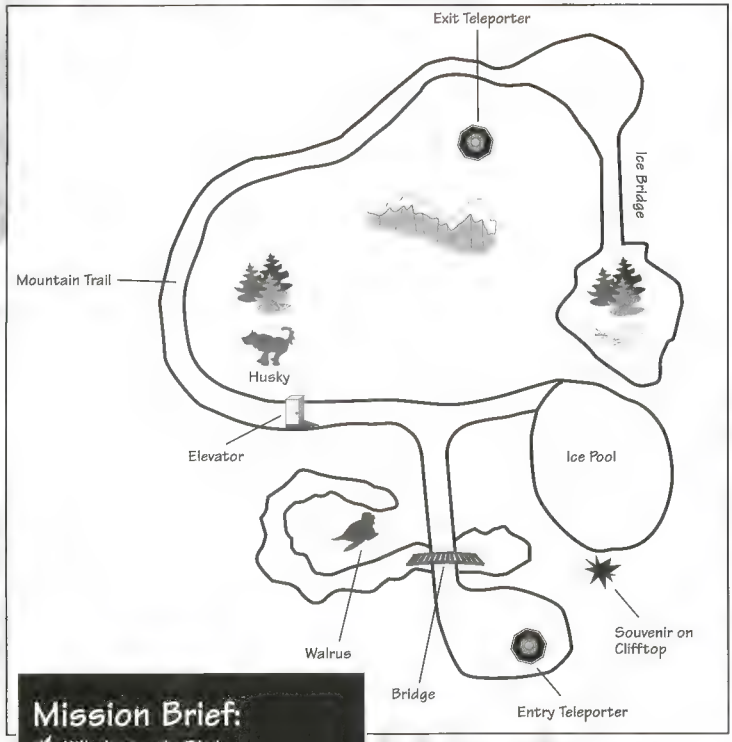
By the time you finish, you should have all 15 Purple Power Cells. The Exit Teleporter is now active, but the Souvenir remains to be won.

Getting the Souvenir

Getting the Souvenir is easy—and it's hard. All you have to do is kill the other Walruses ... and live. That's all. Do it as the Heli-Rabbit or as the Walrus.

Once they're dead, go claim the Souvenir. Then get to the Exit Teleporter pad to go to the next Environment Sector.

Penguin Playpen



Mission Brief:
- Kill that ugly Bird.
- Get rid of that stupid statue.

Start out as a Penguin in this Environment Sector, but upgrade to the Walrus as soon as you find it. Move the Ice Block into place, so you can cross as the Penguin.

Find the Elevator. Then take it up and lure the Husky down to fight the Bear. When the Husky dies, take it over and ski up into the mountains to find the Seagull. Then kill the Seagull and take it over.

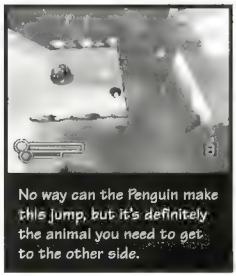
As the Seagull, kill enough Penguins to cover all four Floor Switches around the Exit Teleporter. Put the Penguins on them. Then fly up onto the Exit Teleporter and end the Environment Sector.

Completing the Mission

Hustle the Penguin down the icy incline in front of you. If you hurry fast enough, you'll get a look at the ugly bird you're supposed to track down and kill: a Seagull.

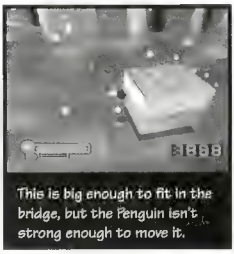
Okay, that's your quarry. It's hard to find and hard to kill.

Don't head for the water yet. Instead, go to the right and find the incomplete Bridge with the Purple Power Cell on it.



No way can the Penguin make this jump, but it's definitely the animal you need to get to the other side.

The Bridge pieces are too wide for the Penguin to jump. Something has to be put there. So leap into the water and swim to the left to find the Ice Block.



This is big enough to fit in the bridge, but the Penguin isn't strong enough to move it.

Continue on around until you find the Purple Power Cells floating above the water.

Swim to the icy Ramp sticking down into the water. Then jump up it and keep jumping to get onto solid ground again.

As the Walrus, collect the Purple Power Cell on the icy ground. Then jump into the water where the Ice Block is. Push the Ice Block in between the Bridge pieces.

Use the missiles to kill one of the Cool Cod. Then swim over to it and change bodies. As the Cool Cod, you'll be able to get those Purple Power Cells hanging so tantalizingly above the water level. Just swim over to them and jump up to get them using the Speed Boost and Jump.

Once both the Purple Power Cells are grabbed, return to the Walrus and swap bodies again. Now, because it will get you the Souvenir in this Environment Sector, kill ALL the Cool Cod in the water.

Tip

It's much easier to kill the Cool Cod with the Walrue's heat-seekers than with the Penguin's snowballs. Just back up some, so the missiles can lock on, and keep pounding away.

There are only three Cool Cod in the water. Once they're all dead, the Souvenir's hiding place will be revealed.

Take the Walrus back up to its resting place and reclaim the Penguin. Next, jump into the water as the Penguin and swim to the shore where the Bridge is. Then jump across the Bridge pieces to reach the next area.

You're immediately greeted by a couple of Penguins who tell you how deeply they care for you.

Get the Purple Power Cell to the right of the incline leading down.

Peer over the edge and look at the world that's just waiting for you. A Polar Bear is wandering around below, and there are more Purple Power Cells. And most intriguing of all is the platform with the blue

rings floating around it. Jump over the edge and float down to the Purple Power Cells to gather them.

Take a look around and spot the Elevator against one cliff wall.

Don't stand under the Elevator when it comes down. Squish!

Stay on the ground where the Polar Bear is and make your way to the Elevator. Then take it up to find the Ski Husky.

Here, doggie, doggie. Here, dog—run for your life!

Jump over the side and use the parachute to glide down. The Ski Husky will follow and immediately get into a battle with the Polar Bear.

Don't get in the middle of this fight.

Tip

It might take a few tries to get the Ski Husky interested enough in you to come down, but don't give up. It's the easiest way to get the Ski Husky killed so you can borrow its body.

After you reach the top of the ledge where the Ski Husky is, go left and down the Ramps. Then jump over the edge and parachute to the Elevator. On your way back up, you can watch the Ski Husky fly by on its way to the meeting with Mr. Bear.

After the Polar Bear kills the Ski Husky, jump Evo into its body. If the Life Energy bar is low, grab the Life Energy Power-Up from the SV Crate near the Elevator.

As the Ski Husky, ski out onto the icy pond and gather up the Purple Power Cells.

Skiing to victory in style! These rockets also make good brakes.

For those totally aggressive players who want to kill the Polar Bear, it can be done with the Ski Husky. But man, toe-to-toe combat will get you dead in a heartbeat. The Polar Bear is packing a Cannon!

You'll get the best results by skiing and shooting on the fly. If you keep that up and stay away from a head-on battle, you should be able to kill it.

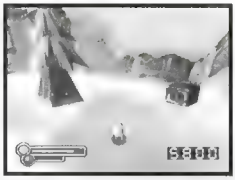
For an added extra, kill all the Penguins with the Ski Husky if you can. This tactic will save you later grief when you have to gather them up.

Or if the Polar Bear gets killed, enjoy driving the big tank around and fighting the Ski Husky!

Ski from the icy pond up the Ramp where the SV Crate was. Get the speed up to make the jump.

Manage your Speed Boost up these hills or you won't make the top.

Keep using the Speed Boost to get up to the ridge where the Ski Husky was first encountered. An SV Crate sits under the trees.



Ski to the left toward the Purple Power Cell and grab it. But keep your speed up to get the Purple Power Cell

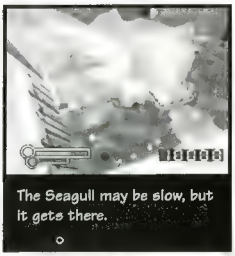
on the fly because a chasm is beyond it.

Speed Boost up the next Ramp to the landing there.

Ski over the Ice-Clear Bridge and take the Purple Power Cell there.

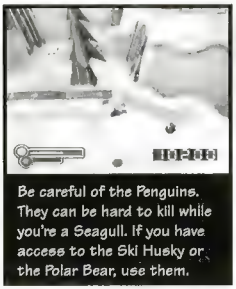
On the other side, shoot down the Seagull and take the Purple Power Cell.

Jump Evo into the Seagull's body and fly it over to the Exit Teleporter. Hold the A Button down to keep flying.

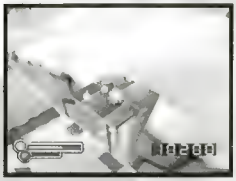


Ice frozen around the Exit Teleporter prevents you from using it. Plus, it's not activated yet. But take a look at the Floor Switches around it. They activate when stepped on, but deactivate when the weight is taken off. To get around this, put something on the Floor Switches—something like, say, dead Penguins!

Swoop back over to the icy pond by the Polar Bear and kill any Penguins that aren't already dead.


Be careful of the Penguins. They can be hard to kill while you're a Seagull. If you have access to the Ski Husky or the Polar Bear, use them.

Grab the dead Penguins and fly them back to the Exit Teleporter. Use the Elevator to get easy altitude. But watch out for the Polar Bear if it's still alive.

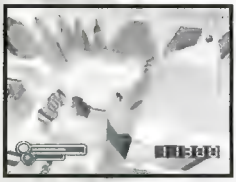


Place the dead Penguins on the Floor Switches.

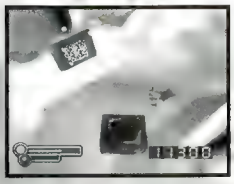
When all four are placed, the Exit Teleporter thaws.

Getting the Souvenir

Before leaving, fly over to collect the Souvenir from the ledge. You may have to leap from the Ice-Clear Bridge. If you do, follow the same path you took to get the Ski Husky up there.



And don't forget to take the Purple Power Cell by the TV screen. Another Life Energy Power-Up is also there if needed.



Then flap on over to the Exit Teleporter and land on it to go to the next Environment Sector.

Note

For those competitive enough to wonder—yes, it's possible to kill the Polar Bear with the Seagull. That task will take some time, though. The main strategy is to keep from getting behind it and hitting one of the REALLY BIG Land Mines it leaves behind. So when you miss a Flying Claw Attack, veer to one side or the other and try to avoid having a Land Mine blow up in your face.

Pinball Blizzard

Mission Brief:
- Collect the Silver Notes.
- Play our special tune on the Keyboard.

To complete this Environment Sector, find and kill the King Penguin. Boost-jump to the tops of the towering columns and gather the three Silver Notes. Then Boost-jump to the Keyboard in the Keyboard Cave and play the tune there. When the Exit Teleporter activates, boost-jump up on it and teleport into the next Sector.

Completing the Mission

Starting out as the Ski Husky, turn around and get the Purple Power Cell on the ramp behind you. It's easy to overlook.

Never overlook the obvious. This Purple Power Cell can be easily forgotten, and you'll drive yourself crazy trying to find it later.

Then ski toward the SV Crate.

Study the towering columns out in the ice field. The Silver Notes you need are on top of these.

Ski around to the left and kill the King Penguin and his subjects with concentrated missile attacks.

Don't forget to let the missiles recharge. Those Penguins aren't going anywhere.

Tip

DO NOT kill any other Penguins that you find later on. Each of them has a special note to give you. And the notes will trigger the Keyboard sequence and enable you to get this Environment Sector's Souvenir. Kill any of them past this point and you'll be starting over to get the Souvenir.

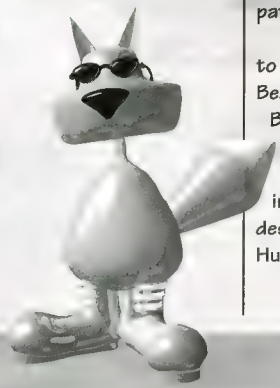
Once the King and the other Penguins are dead, go to the Polar Bear sleeping area.

Only wake one of these sleeping babies at a time. Otherwise, you're taking your life in your paws.

They look like giant snowballs. In fact, some of those giant snowballs are giant snowballs.

It's hard to tell which is a Bear and which is a snowball. Clue: the snowballs don't come running after you with their fangs bared.

Kill one of the Polar Bears. And use the Ski Husky's speed to get around the Polar Bear when it jumps. This'll keep you away from the damage.



Tip

The best way to kill a Polar Bear is to Lock and Load on it. First, ski close enough so that the Polar Bear springs up. Then keep firing the missiles without compensating for the recoil. Don't worry about trying to stop. Just reverse directions. The recoil itself will drive you backward out of harm's way. Wait for the missiles to recharge. Then attack again and again in the same fashion until the Polar Bear is dead.

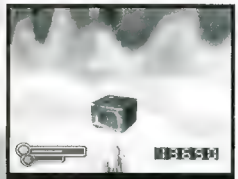
Although it's possible to kill the Penguins and their King with the Polar Bear, it's really tough. So use the Ski Husky.

Destroy the other snowballs in this area (the ones that don't have the floating Zs over them) to get the hidden Purple Power Cells. And destroy the other Polar Bears if you want to, but work carefully and patiently.

If you just can't bear to fight any more Polar Bears, then as a Polar Bear, take all the remaining snowballs away from the sleeping Polar Bears and destroy them as the Ski Husky.

How do you kill a Polar Bear? Patiently. Otherwise, you're lunch!

An SV Crate sits nearby if you get overly ambitious.

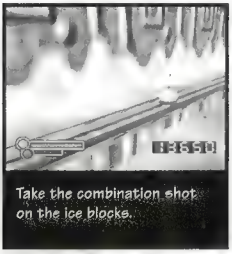


Silicon Valley Band-Aids.

After at least one of the Polar Bears is dead, jump Evo into its body. Then walk down to the far end of the track.

Notice the Purple Power Cells frozen in the ice blocks. To get a perfect score, break them out of there.

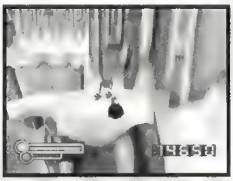
Jump onto the track, after the platform runs in the other direction, and become a snowball. Look for the raised area to jump up onto the track.



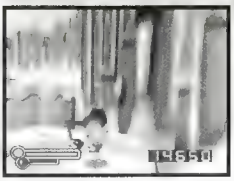
When the platform comes back, it knocks you into the ice block and cracks the Purple Power Cells free. It'll take at least two trips to get them both.

You can get the Purple Power Cells as the Polar Bear, but you must become the King Penguin to continue. So go back for the King Penguin; then come get them. Also, talk to the Penguin waiting there to get the musical note to earn the Souvenir. Just bump up against him to get the note.

Walk back to the TV on the wall and go left to find the first Silver Note you need to collect.

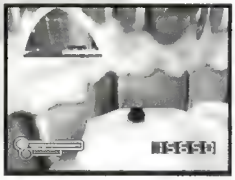


Boost-jump over to it and grab it.

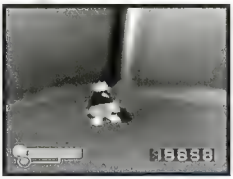


Note the Purple Power Cell lying on the ground around the column.

Turn around until the Keyboard Cave is in view.



File the location here; then jump down and grab the Purple Power Cell below. There's also a Penguin and an SV Crate here. But if you're anything other than the King Penguin, the Penguin will not give you the note. Bump up against him to get it.



Boost-jump back up to the area with the track, or simply take the Ramp. Then walk back to the area where you killed the King Penguin, and Boost-jump onto the columns. You'll find the Purple Power Cell and the second Silver Note there.

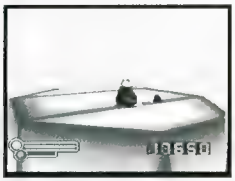
Boost-jump to the third column. Grab the Purple Power Cell and bump the Penguin there to get its note.

From there, Boost-jump to the plateau where the third Silver Note is.

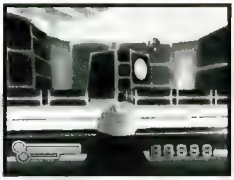
Take the Purple Power Cell and peer through the frozen ice into the room below. This is the Keyboard Cave, where you're going to put on your first symphony.

Boost-jump up onto the shortest of the two columns here and take the third Silver Note.

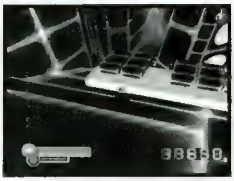
Boost-jump onto the other column here and get the Penguin's note.



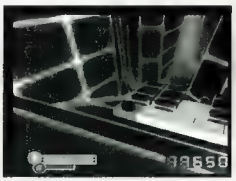
A fall could do serious damage if not out-right kill you. So carefully Boost-jump down toward the TV set and make your way into the Keyboard Cave. At this point, if you've gotten all the Purple Power Cells outside the Cave, you should have 12.

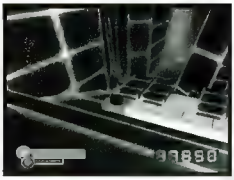


Bump against the Penguin here for another note for the Souvenir. Then walk to the Keyboard.



Play the same sequence the Keyboard does by Boost-jumping around it. If you have trouble doing this, walk off. Then walk onto the proper keys until you get it. As you hit the right keys, floating platforms will rise around the Exit Teleporter. The sequence of notes is randomly generated. You're on your own here, pal.



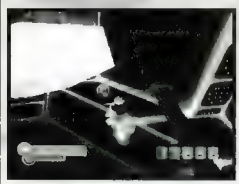


When you finish the proper sequence, the Recorder will appear.

Play back the tune you learned from the six Penguins here.

Getting the Souvenir

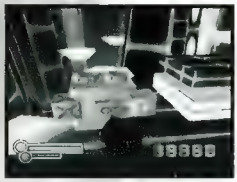
Boost-jump around the room and get the Purple Power Cells. Then talk to the Penguin at the base of the Exit Teleporter for the final note. There are six in all.



Boost-jump back up to the Recorder by the Keyboard and play the sequence of notes. Be sure to hit the Record Button (red circle) before you play the notes. If you make a mistake, hit the Delete Button (blue X) and start over.

Counting the keys from left to right, there are eight white an five black. Play the notes in this sequence:

White #5
White #6
White #4
White #8
White #1
White #4



After you've recorded all six notes correctly, hit the Play Button (green arrow). A movie will show you the Souvenir on the taller column above the frozen ice over the Keyboard Cave. Notice the final Purple Power Cell appears above the Keyboard.

Go get the Souvenir and come back to the Keyboard Cave. Jump on the floating platforms, then onto the Exit Teleporter to conclude this Environment Sector.

Hoppa Choppa

Mission Brief:
- Kill all the Ski Huskies.
- Destroy all the gun sites.

There are two ways to play this level: hard or easy. We're going through the easy way, but you can play the hard way if you want. You'll be informed of when you can make the choice and decide then how lucky you feel.

Begin as a Penguin. Climb as high as possible and parachute down and across to the King Penguin. Take the King Penguin's body and Boost-jump through the gap. Then talk to the Rabbit.

Find and kill the first Ski Husky. Become the Ski Husky and track down and kill the other ones. Also, kill one of the Heli-Rabbits and use it to destroy the gun sites. Then fly back to the Blue Switch and go through to end this Environment Sector.

Completing the Mission

Beginning as a Penguin, walk ahead and slightly to the right to find the disguised snow-covered Ramp.

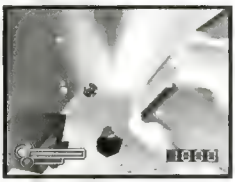
The Ramps can be hard to find in this Environment Sector, so look carefully.

Follow it up to a Purple Power Cell.

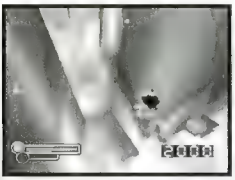
Take the Purple Power Cell and go right, to the outcropping peering down over the Teleporter. To the right of the tree is a ledge with a King Penguin on it. Parachute over the side and glide to the King Penguin. It may take a few tries to make the landing.

Your way out is just waiting here for you on this ledge.

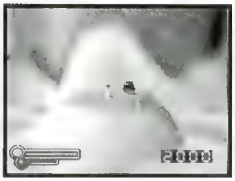
Jump Evo into the King Penguin's body. Then Boost-jump over to the Speaker in the corner.



Grab the Purple Power Cell and Boost-jump through the Gap.



Glide down and talk to the Rabbit.



Turn to the left and Boost-jump toward the SV Crate.

When the Ski Husky shows up, track it down and kill it by dropping on its head. (It's as easy as it looks written on the page here, but man, it's worth it!) Use the Boost-jump and drop combo to knock the Ski Husky out. The Ski Husky always runs to the same area, so learn it and make it work for you.

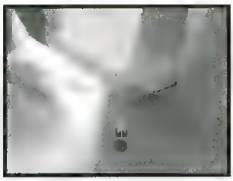
Mastering the skill necessary to kill the Ski Husky may be daunting, but not nearly as much as dodging anti-aircraft fire. And once you manage this, the rest is cake!

Once the Ski Husky is dead, jump Evo into its body. You'll need a Life Energy Power-Up, so return to the SV Crate (unless you've already taken it). Then just tough it out. Things really get easier from here.

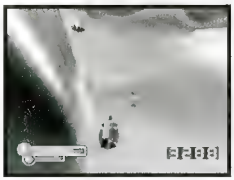
Grab the Purple Power Cell on the ground; then return to the area where the King Penguin lies. Speed Boost and ski up the left side of the pit to get free.

Note the darker surface on the left side of the wall? That's your target.

The Purple Power Cell on the other side is too hard to reach. Ignore it for now. You can get it later.



Ski into the next area where the Speakers are. Then use the missiles here to blast the Ski Husky. Earlier training with the Ski Husky in previous Environment Sectors really pays off. And there's an SV Crate here if you need it.

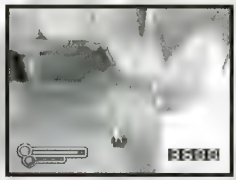


When it's dead, ski on into the next encounter area on the ice and kill that Ski Husky as well. Grab the Purple Power Cell on the ice. And use the Life Energy Power-Up if needed.

Tip

The best way to kill the Ski Huskies in this Environment Sector is to get a wall or immovable object at your back. Start firing the missiles and don't quit until your opponent is dead. Of course, your aim has got to be on target. Otherwise, you're running for your life.

Ski into the next area. Then find and kill the Ski Husky there. Don't worry about the Purple Power Cells on the ledge to the left. Getting them later will be easy.



Find and kill the next Ski Husky using the same tactics. It's the last one, and believe it or not, your days of danger are over!

Note

If you want to play the game at its hardest, sneak through the Ski Husky defense with the King Penguin. Boost-jump up into the Gun Control Cave and switch the guns on. Then get a dead Heli-Rabbit near the Blue Switch and start hunting gun sites. That avenue can be a death wish though, even if you do like really tough challenges.

Keep following the ice corridor until you reach the area where the two Heli-Rabbits are.

As the Ski Husky, these guys will shoot you on sight—and very well, too!

As you pass through the narrow trail, notice the wall and Gun Control Cave to the left.

The mouth to the Gun Control Cave is to the left of the gun.

Kill one of the Heli-Rabbits (it's not exactly easy because they'll be firing back) and jump Evo into its body.

Tip

When engaging the Heli-Rabbits, use the cover provided by the narrow trail you came through or the one near the Blue Switch. Keep firing until one of the Heli-Rabbits drops. Then run and take it over quickly.

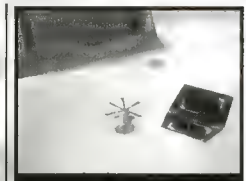
Now it's clean-up time. Go bomb all the gun sites (they can't shoot back) and grab all the Purple Power Cells you missed the first time around.

Get the Purple Power Cell by the gun sites near the Blue Switch ...

The ones in the middle by the gun sites ...

And the ones on the ledge.

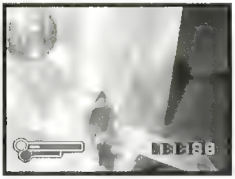
And don't forget the ones up near the cave's roof. Those you can spot by the shadows on the icy floor. Go get the King Penguin for this one.



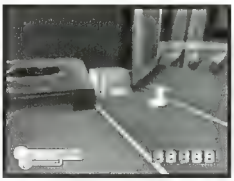
The shadow on the icy ground is a sure indication that a Purple Power Cell is overhead.

To get the Purple Power Cell from the rooftop, stand the King Penguin on its shadow and Boost-jump straight up.

The next Purple Power Cell requires standing on the nearby column and Boost-jumping up from there.

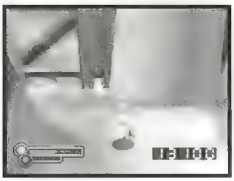


At this point, you should have 13 of the Purple Power Cells. Go back to get the Heli-Rabbit. Then fly back to the Gun Control Cave and go inside to the Red Lever.



At the lever, fly straight up and to the right. A Purple Power Cell and a Life Energy Power-Up are hidden on a ledge there.

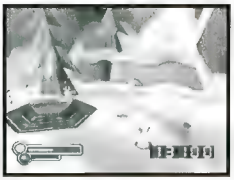
Leave the Gun Control Cave and fly to the Blue Switch. Bump up against it to activate it.



The Exit Teleporter is activated, but don't go through it yet. There's still the Souvenir to get.

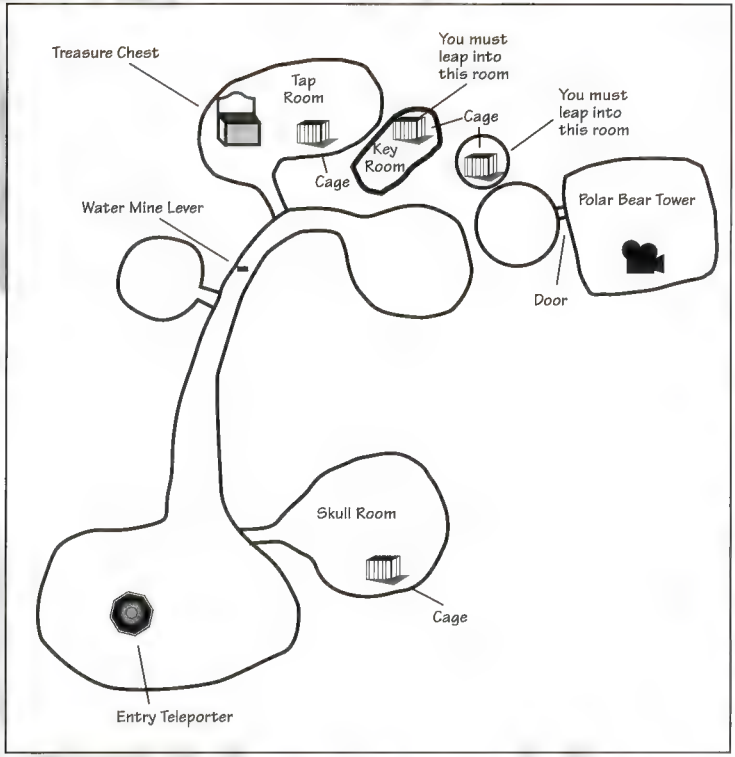
Getting the Souvenir

To get the Souvenir in this Environment Sector, all the Rabbits have to die. It seems like a waste of time after you've gone to all this trouble to save them. But that's what these games are all about: blowing things up and having a good time at it!



Bomb all of the Rabbits. When the Souvenir appears, fly over and grab it. Don't forget the Purple Power Cell in this cave!

Fly to the Exit Teleporter and drop down to leave this Environment Zone.



Something Fishy

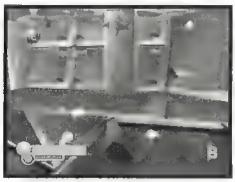
Mission Brief:
- Free the fish!
- Switch the switch to open the Big Door.

Begin this level as a Cool Cod. Swim around and free the three trapped Cool Cods. Then turn the Tap to lower the water. Next, find the Mine Switch and kill the Walrus. After you become the Walrus, swim around to the Polar Bear's Hideout and touch the door to open it. Kill the Polar Bear and press the Blue Switch to open the Teleporter door.

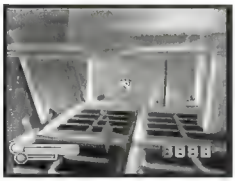
Go back to your Cool Cod, or kill another one. Take it over and open the Tap again to raise the water. Then go to the Exit Teleporter and finish the Environment Sector.

Completing the Mission

As the Cool Cod, swim to the right and grab the Purple Power Cell floating in the water.



Swim toward the TV screen and follow the corridor on around.

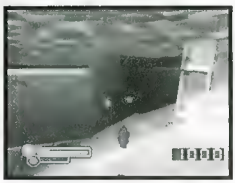


Turn immediately to the right and find the Skull Room.

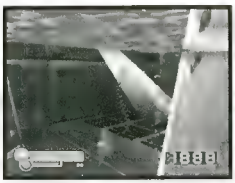
Enter the room and free the Cool Cod by bumping up against the Red Lever.

Take the Purple Power Cell. Then swim through the Blue Ring and follow the corridor on around.

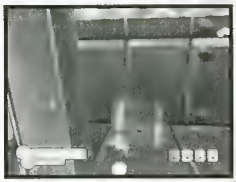
As the corridor makes another turn to the right, look up and spot the room up on the left wall.



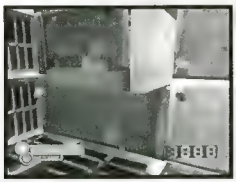
Swim into the room and collect the Purple Power Cell. Then turn around the next left corner and enter the Tap Room.



Notice the Treasure Chest in the corner.



Look at the Cool Cod trapped on the right.



Release the Cool Cod and collect the Purple Power Cell behind it. But leave the Treasure Chest and the Tap alone for the moment.

Grab the other Purple Power Cell behind the plant in the corner.

Exit the room and swim around the corner to the left. For the moment, ignore the Red Lever on the wall in front of you.

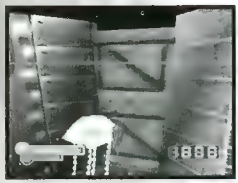
Swim to the left. With the Turning Wheel ahead of you, look to the left and spot the low wall.

Swim there with the Cool Cod and leap over the wall into the Igloo Room.

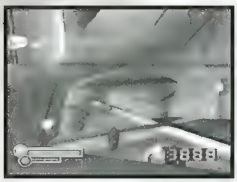
Tip

In case the Cool Cod accidentally lands on the ledge, keep pressing the A Button to make it wriggle on across. Most of the time, this can save it.

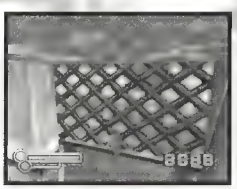
Holding down on the A Button until a jump is finished will get the maximum height and length out of your efforts.



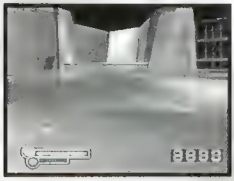
Avoid the Jellyfish because it will hurt you. Then swim inside the ice Igloo and get the Treasure Chest key. It looks like a fish skeleton.



Grab the Purple Power Cell as well. Then free the Cool Cod from the cage in the corner by bumping into the Red Lever. Peer through the lattice work here, and you can see the room next door with the final caged Cool Cod in it.



To get out of the Igloo Room, leap over the same low wall you did to get in. Outside, swim to the left and keep bearing left until you find another low wall.



Leap over this wall as well and swim down the corridor until you reach the last Cool Cod Cage. Grab the Purple Power Cell along the way.

Bump the Red Lever to release the Cool Cod. Next, take the Purple Power Cell and swim back the way you came. Then leap over the ledge and swim to the Tap Room. In the Tap Room, bump up against the Tap to turn it and lower the water level. Open the Treasure Chest by bumping up against it, now that you have the key, and take the four Purple Power Cells inside.

A pirate's delight!

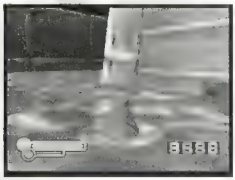
Swim to the Mine Lever now and prepare to go hunting.

You are an explosive device!

Bump the Mine Lever to activate it. Control the Mine that drops out and crash it into the Walrus. The Walrus keeps going around in circles, so just wait for it here.

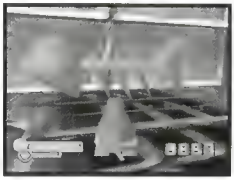
Don't waste your time or energy chasing after the Walrus. It will be back around.

Keep repeating this until the Walrus is dead; then go take its body. Turn and face the Turning Wheel.

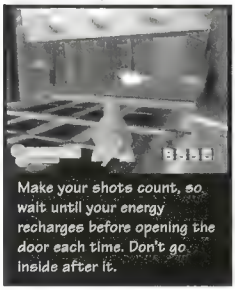


Swim to the left of the Turning Wheel and go up on the raised floor section where the Starfish clings to the wall.

Speed around this structure to reach a Fish Skeleton to the right. Take any unclaimed Purple Power Cells at this point.

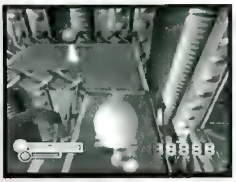


Bump up against the Blue Door to open the Polar Bear's Hideout. It will only open when the water level is low. Shoot the Polar Bear from safety, and enter the room only after it's dead. Wait until the missiles are fully recharged before opening the door each time. That way two shots are possible.


Make your shots count, so wait until your energy recharges before opening the door each time. Don't go inside after it.

Take over the Polar Bear's body and go up the ramp against the wall.

Pass the other Polar Bear and go all the way to the top to activate the Blue Switch. The Exit Teleporter is now active.



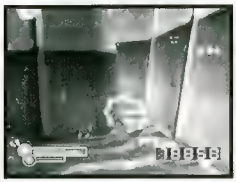
Return to the Walrus. Then swim around and gather any Purple Power Cells. When you have all of them (the last two are usually found with the Movie Camera), return and become the Fish.

As the Fish, swim down and open the Tap again to raise the water level. Swim up to the left to the Igloo Room and leap over the low wall again. Then swim through the open door to the Exit Teleporter. But wait! You don't have your Souvenir yet.

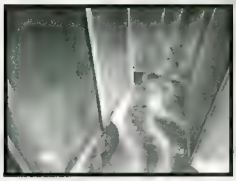
Getting the Souvenir

Go back to the bottom of the trench as the Cool Cod. Start at one end or the other and swim through the Blue Rings as fast as you can.

This little run can be pretty tricky. The Cool Cod doesn't exactly turn on a dime. Be sure to try it from both directions. One way or the other, you'll make it.



You've probably noticed they have a habit of reappearing after you've gone through them.



Tip

To get the Cool Cod to swim faster, simply press the A Button repeatedly, faster and faster. Soon you'll be finning along like a flash!

If you can get through all six of the Blue Rings before the first one reappears, the Souvenir will be shown to you. Go to the big blue fish skeleton in front of the door to the Polar Bear. Line up with the skeleton and float up close to the surface of the water. Make sure you're a good distance back from the ledge with the Souvenir. Now, punch it. Leap onto the ledge and slide across keeping the joystick pushed forward and hitting the A Button until you're back in the water. Now head for the Exit Teleporter, but slow down over the Exit Teleporter to lock in.

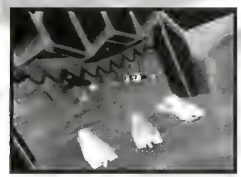
You're going to lose some life getting the Souvenir. It may take a few runs through this Environment Sector to make it with enough life to survive the Souvenir.

Walrace 64

Really simple here—outrun everyone else on the course!

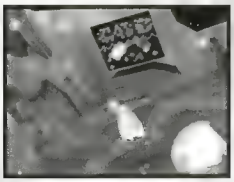
The strategy is to get the lead in the first lap and hold onto it for the next two. Of course, that's not going to be easy. Let's take a tour of what you've got facing you.

The Starting Line.

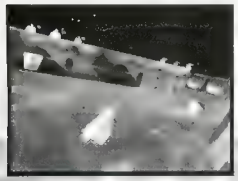


Mines and Speed Balls can prove treacherous if you're not prepared for them.

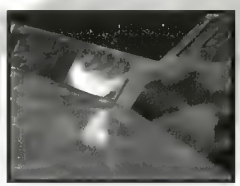
Hair-pin turns...



... and more hair-pin turns. Take them as close as you can to shave seconds off your time.

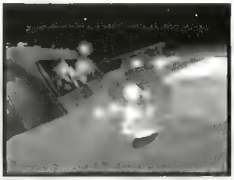


Switchback curves.

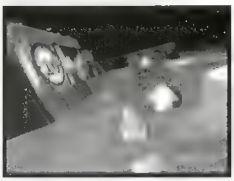


An adoring audience.

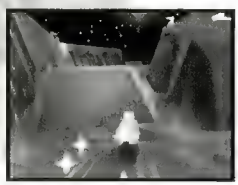
A mine field.



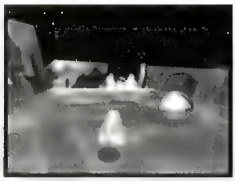
A ramp. But it will cause you to go wide on the sudden left turn you have to make here.



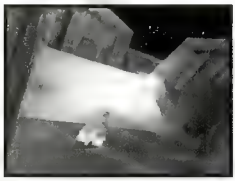
Another ramp.



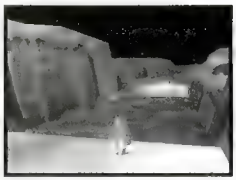
Still more curves.



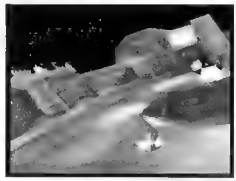
A waterfall.



A double ramp.



The home stretch.



There's no cheating. If you don't line up with the other Walruses, the race won't start. There's no way to eliminate the mines ahead of time, either. It's all nerve and skill, baby!

And when you win, you get Evo's head.

Take your Winner's Cup and scoot on up into the Igloo to Teleport to the next Environment Sector.

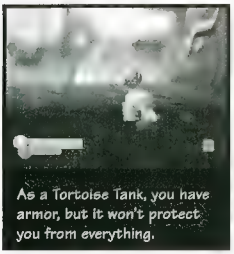
Jungle Japes

Mission Brief:
- Switch the air pump back on.
- Knock lumps out of those nasty fish.

Start out here as a Tortoise Tank. Kill and become an Elephant. Then kill and become a Hyena. As the Hyena, leap into the center of the air pump switch to turn it on. Then with the Hyena's laugh, kill and become a Piranha. Swim to the Exit Teleporter and finish the Environment Sector.

Completing the Mission

Start as the Tortoise Tank by going back behind to collect the Purple Power Cell.



As a Tortoise Tank, you have armor, but it won't protect you from everything.

Return and roll up the Ramp.

At the top of the incline, the Wooden Bridge hangs on the right.

Got the adrenaline pumping yet? Wooden bridges across canyons always work for me.

Ignore the Bridge for now and roll through the forest ahead to grab the Purple Power Cell hidden behind the tree.

Roll across the Bridge and pause at the edge on the other side. Then creep forward until the Elephant is within range. Keep firing, moving forward after the recoil is done, and kill the Elephant.

When you have access to a distance weapon against your opponents, ALWAYS use it!

Tip

The big secret here is to use the Control Pad's trigger to bring up the Cross Hairs. Center them over the target and fire away. Also, holding down on the A Button (when you're not using the Cross Hairs) causes the shot to go even farther. Your armor protects you from the Elephant's shower.

Target the second Elephant and kill it as well. No sense leaving it running around behind you and possibly causing problems later. Go to the left and pick up the Purple Power Cell behind the tree.

An SV Crate is to the left.

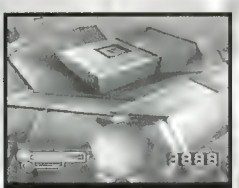
Jump Evo into one of the Elephants to get through the boulder wall.

Push the big boulder in the middle out of the way and roll it over the hillside to the right of the SV Crate.

Look over the edge of the ledge and spot the three small craters below. Don't they just look like they'll fit those three boulders?

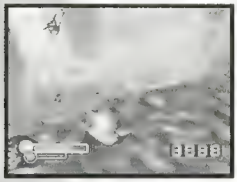
Aha! Another mystery!

Take a look at the Floor Switch.



Don't walk into this area until you're properly attired. You need a creature that can jump.

Don't walk into the red areas because they burn you. For the moment, you can't do anything with the Floor Switch. Go back to the Tortoise Tank and jump Evo back into it. Then roll near the SV Crate. Take note of all the Purple Power Cells waiting in the trees and on the hills below.



Tip

Utilize the Tortoise Tank's long-range capability (don't use the trigger or Cross Haire and hold down the A Button) to shoot the Hyenas below. Set up beside the SV Crate and bang away. You might even be able to kill them all before you go down to meet them.

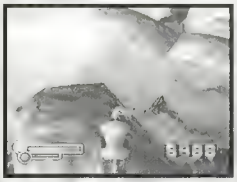
If you do engage the Hyenas, remember to use your Shell Attack. Their laughs are deadly and will send you spinning if they get the first licks in. Stay inside your shell and wait until they exhaust themselves. Then come up firing!

Roll on down the Ramp to the jungle floor below.

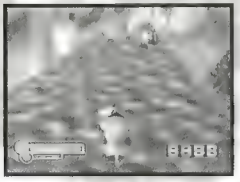
Take over one of the Hyena's bodies. Then jump into the trees and onto the hills to get all the Purple Power Cells in this area.

As the Hyena, the joke's on your opponents. Laugh them to death!

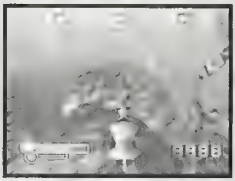
Don't forget the Purple Power Cells in the trees ...



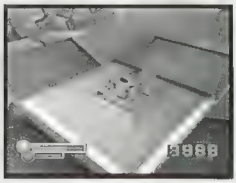
The ones on the ledges ...



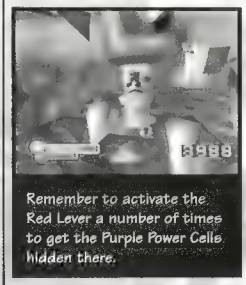
And the ones on ledges you can only get from the trees.



Walk to the Floor Switch and jump up on the ledge behind it.



Turn and go right, to the Flowered Area. Once there, bump the Red Lever and keep bumping it until it throws out two Purple Power Cells. Grab them and walk out.



Remember to activate the Red Lever a number of times to get the Purple Power Cells hidden there.

Return to the Floor Switch and jump into the middle of it to activate it.

Do NOT touch the edges of the Floor Switch when jumping in to activate it.

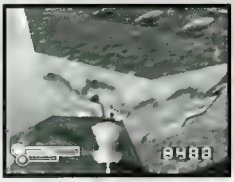
Walk to the edge of the ledge to watch the metal column rising out of the ground.

Look for the metal column (Elevator) that activates.

Run down the Ramp and get around to the metal column. Jump up on it and ride it up to get more Purple Power Cells from the trees and ledges.

Leap up into the nearby trees to get a number of Purple Power Cells.

Follow the ledge around and leap across to the one with two Purple Power Cells on it.



As the Hyena, run down to the water's edge and laugh at the Piranha to kill them. Back up when the laugh runs out of charge. Then go get them again.

Really, this joke'll kill ya!

Tip

The Tortoise Tank works really well here too. Just get the distance and blast away until the Piranha are all dead. The Hyena might kill them faster, but make sure you don't get bitten and killed first!

Take over one of the Piranha and swim into the cave on the left.

Now you're traveling in FIN style!

Bump the Blue Switch to activate it.

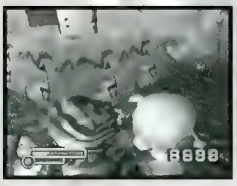
The Exit Teleporter is now active, but you haven't finished gathering the Purple Power Cells or getting the Souvenir. So get back in the Hyena's body and go back to the bank.

Getting the Souvenir

To get the Souvenir, get into an Elephant's body and walk down the Ramp. Carry the small boulders with the Elephant's snout and place them in the craters in the ground down here.

Fill in the craters. It can be done in any order.

Push the big boulder into place.



Return to the Hyena's body and jump up on the moving metal column. Then jump into the trees where the metal duct is.

Jump up onto the multi-colored shelf and leap up onto the ledge.

Grab the Souvenir and the two Purple Power Cells.

Return to the water's edge and get into one of the Piranha bodies. Then swim to the cave with the Exit Teleporter, grab the Purple Power Cell there, and teleport out to end this Environment Sector.

Jungle Doldrums

Mission Brief:
- Turn on the Log Ride.
- Stop that Parrot squawking.

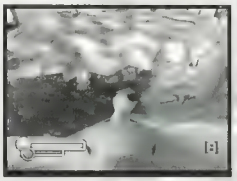
In this Environment Sector, start out as a Hyena. Kill and become the Hippo. Then trip the Floor Switch in the water to start the Log Ride. Move Evo back into the Hyena and jump across the moving logs.

On the other side, jump off an Elephant's back and run up the high ground to the cave. Next, make your way through the fiery boulders and moving walls to the garden area beyond. Kill the Tortoise Tank. Then use the Red Lever to cause it to rain, so you can find the Invisible Bridge.

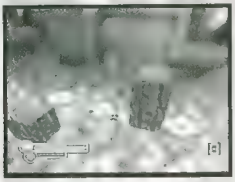
Once across the Invisible Bridge, find the Parrot and kill it. Become the Parrot and fly to the Exit Teleporter to complete this Environment Sector.

Completing the Mission

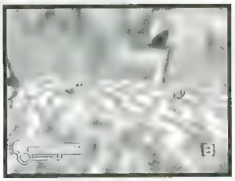
Beginning as the Hyena, walk around the tree to the right and spot the two Purple Power Cells on the nearby tree.



The distance is too far for the Hyena to leap, so you must become another animal. Just don't forget where the Purple Power Cells are. Jump down to the ground and find the blocks of wood.



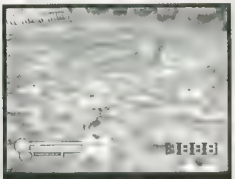
Leap up on top of the wooden blocks and grab the Purple Power Cell on the nearby tree.



While up there, look down into the water and spot the Floor Switch at the bottom of the river.

The Hyena can't get down there. You need another animal.

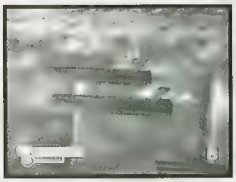
You can't get there as a Hyena either. Time to find something else. Turn back and walk off the tree to the ground near the wooden blocks. And keep going straight to find the Hippo.



The Hippo may look cuddly and pink, but he's got a Snort Attack that will leave you dead and dripping.

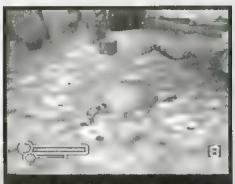
While it is possible to laugh the Hippo to death, there's another, less risky solution. Get the Hippo to notice and follow the Hyena back into the river. Leap all the time to avoid its attack. Then dive into the river near the Floor Switch noted earlier. Look back occasionally to keep the Hippo coming. Once you're in the water, it won't be able to touch you. Have it continue to follow until it steps on the Floor Switch.

Next, swim toward the other end of the river and around the logs to the only climbable shore. Get out at the waterfall and go up to the THIRD red dot on the nearest part of the bank. Then stand there with the Hyena's front feet in the water. The Hippo can't touch you, but the logs will kill it as they pass a few times.



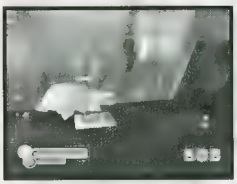
Once the Hippo is dead, jump into it and collect the Purple Power Cells from the river floor. But watch out for the logs. You know how dangerous they can be!

Come up on the Hippo from behind and laugh it to death. (Laugh until the charge is gone and run for cover until it charges again.) Always laugh facing his butt; not standing next to it. This kills him quicker than anything.



Killing the Hippo requires a delicate position.

After it's dead, jump into the body and walk out into the river to activate the Floor Switch.



Take the Purple Power Cells while you're here.

Then surface at the end near the Floor Switch to avoid the moving logs and return to the Hyena body. Leap across the logs with the Hyena. It takes a few tries to get the timing worked out. Use the Control Pad trigger to line up the jumps.

Jump on the first log any time.

Jump on the second log when the first log is going left and the second log is going right.

Jump on the third log when the second log is going right and the third log is going left.

Jump on the fourth log when the third log is going left, but ONLY every other time because the fourth log doesn't always come up to meet the third log properly.

Jump on the fifth log when the fourth log is going left and the fifth log is going right.

Jump to the shore from the fifth log anytime you're ready.

Slow and easy does it on the logs. There's no time pressure, so advance at your own pace.

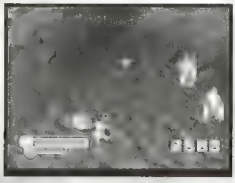
Tip

There's a Movie Camera on the bank if you want a tour of this Environment Section

On the other side of the river, scout out the flowers and the Elephant Pit.

Notice the two Purple Power Cells on top of the small, flat-topped hills.

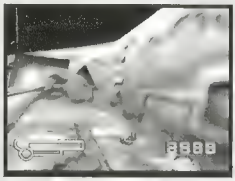
Jump down into the Elephant Pit and take the Life Energy Power-Up in the left corner if needed.



Catch the Elephants from the side and hop onto their backs. Then leap up onto the flat-topped hills to get the Purple Power Cells. You can jump from the front too, but you do have to watch out that you don't get trampled.

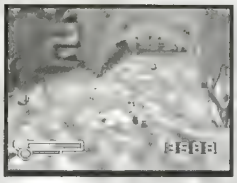
Be careful jumping up onto the Elephants because they can trample.

Leap up onto an Elephant for a final time and jump to the hill on the other side of the Elephant Pit. Then go up the incline to the right and find the Purple Power Cell beneath the big plant.

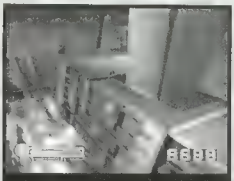


Gather two more Purple Power Cells on the way into the Fiery Pits.

Inside the cave, turn



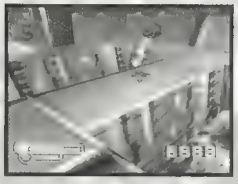
to the right and grab the Purple Power Cell there. Then walk over to the moving wall and stand with the Hyena's nose against it on the outside edge.



Getting a head start on the moving wall is so important. Stand with the Hyena's nose against it and keep the Control Pad's toggle shoved over, so you're running as it pulls back.

When the wall moves back, RUN through but stop in the corner where the Purple Power Cell is.

Creep out and get the Purple Power Cell in between exploding boulders. Then time the boulders and RUN through them.



Stop at the corner and ease out into the next danger area. Two boulders explode in a row at this point.

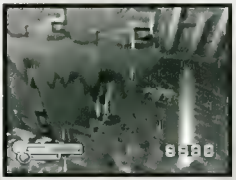
Time them, RUN, and stop in between. Then RUN again. Stop at the corner and time the boulder there.

RUN across and halt in the corner near the second moving wall. Stick the hyena's nose to this one and run through as well.

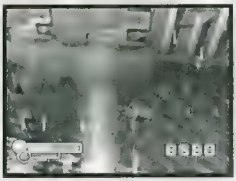
The boulder on the other side of the moving wall alters its timing. For the best success, wait until the moving wall pulls back and the boulder crashes at the same time. As you wait, you'll notice this happens every THIRD time. Run through them and don't stop! Continue on through the second boulder here without stopping.

Scare the Tortoise Tank into hiding in this garden, freezing it right on the edge of the lava pit.

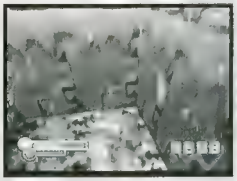
Go press the Red Lever by bumping it and returning to the lava pit.

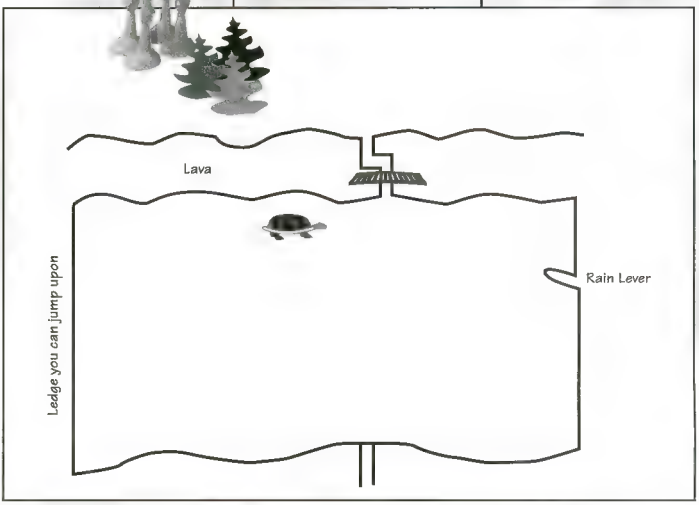


Watch closely—the rain reveals the Invisible Bridge.



Go hit the Red Lever again. Then use the raindrops bouncing off the Invisible Bridge as your marker to get across.





Tip

For those of you having trouble getting across the Invisible Bridge, there's a solution. Kill the Elephant. Use the Elephant to get the Life Energy Power-up out of the SV Crate. Become the Hyena again. Get the Elephant to the top of the grassy incline next to the TV Monitor. Jump on top of the Elephant, then up onto the wall. Walk along the wall until you reach the other side where the Parrot is.

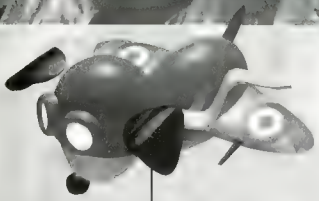
Another strategy you can use is to kill the Elephant and become it. Use the water spray from the Elephant to blaze your trail across the Invisible Bridge. The downside is it's very hard to kill the Parrot with the Elephant's water spray.

may take a number of tries to get there, but it makes getting to the other side so much easier.

On the other side, track the Parrot down and kill it. The Parrot has a Claw Attack from above.

Dodge the Parrot and leap up to laugh at it. Keep doing that until it falls to the ground. Then pounce on it and keep laughing.

When it dies, take over the Parrot's body. Then grab the two Purple Power Cells located in the brush. The Exit Teleporter will be active now, but you haven't gotten this level's Souvenir.



Getting the Souvenir

Fly around to gather the other Purple Power Cells available to the Parrot. Then fly up to get the Souvenir in the tree next to the Entry Teleporter.

Flap into the Exit Teleporter to beat this Environment Sector.

Tip

If you're having difficulty getting to either the Souvenir or the Exit Teleporter, try flying to the empty branch across the wall from the Exit Teleporter, where you killed the Parrot. From there you can fly straight to the Souvenir or Exit Teleporter.

Swamp of Eternal Stench

Mission Brief:
- Get out of the poo and into a Hyena.
- Find and free the Magic Rope.

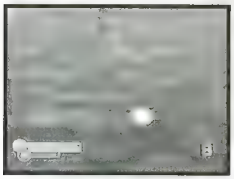
Start as the Tortoise Car and find solid ground in all the muck. Next, kill a Hyena and take its body. Jump up the ledges and go around to kill a Gorilla. Then take over the Gorilla's body and go swing on the Vines until you reach the Magic Rope. Swing from the Magic Rope and drop down to the Exit Teleporter to end the Environment Sector.

Completing the Mission

As the Tortoise Car, follow the arrow to the right.

Go slow through the muck, and follow the Map as much as possible.

Then follow the one to the left.



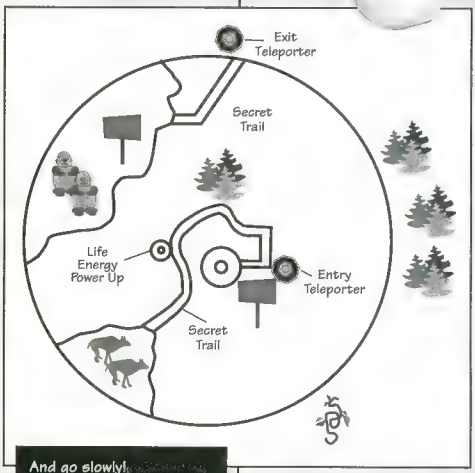
The road here is under the surface where you can't see it—kind of like the Invisible Bridge in the last Sector. Stop at the Exclamation Point!

The apparent end of the road. But solid ground is here to the left. Aim for the bubbles.

Turn left and ease out into the unknown. If the Tortoise Car moves slowly, the wheels will start sinking when the road is missed. This gives you a chance to pull back and try again.

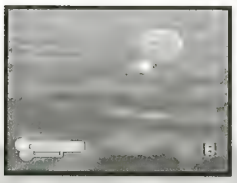
Tip

Getting through this part of the Environment Sector will be easy if you're patient. See the map of this area to get a clearer understanding of how this hidden route looks.

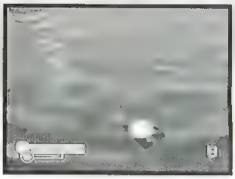


And go slowly!

Curve out around the first expanding gas bubble.

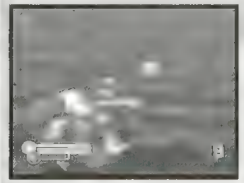


Go to the tree.



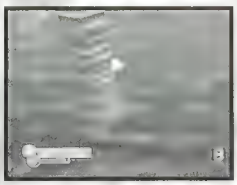
Turn left and down and go to the next tree.

Creep by on the left side of this tree and angle down and to the left.

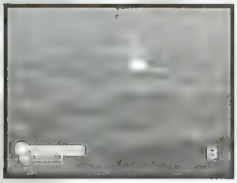


Go to the small island with the Life Energy Power-Up on it.

Creep by on the RIGHT of the next tree.



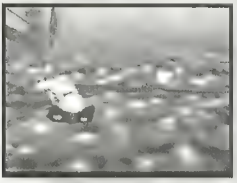
Angle to the right and down to the next tree.



Creep around the LEFT of this tree and head at a down and left angle across to the bank. Move slowly, and you'll know when you start to miss the road. Correct the direction and keep going.

Once on shore, a Life Energy Power-Up sits in a stream below that position. Get it if needed, and don't worry about the water here. It won't hurt you.

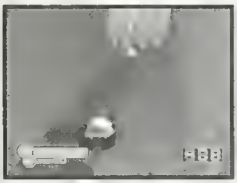
When the Hyenas attack, rapidly hit the Shell Attack button (B Button) and attack them. Ram them while rapidly hitting the Hide button and kill them both. The Tortoise Car can kill them both usually without taking any damage at all.



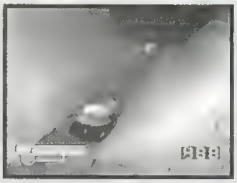
Caution

While you're attacking the Hyenas here, be careful that you don't chase them into the deep water and get killed. If possible, chase them into the walls or canyons and beat on them until they're dead.

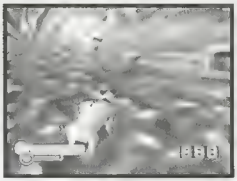
Two shallow waterways lead back from the deep water. Follow them back to find a Life Energy Power-Up ...



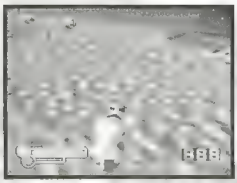
... and a Purple Power Cell. Grab the Purple Power Cell but leave the Life Energy Power-Up unless it's needed.



Jump Evo into one of the Hyenas. Run to the low wall with the grass showing and the design pattern. (If you get lost, walk down to the edge of the deep water and follow it all the way to the right. When you're blocked by a wall, that's the one.)



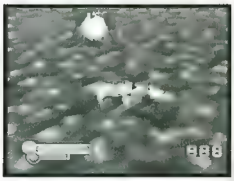
Leap up and go to the left to grab the two Purple Power Cells.



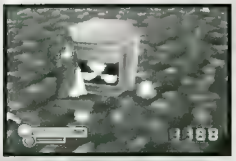
Head right and creep through the brush and trees.

When the way is blocked by a wall, crawl over the massive tree root.

Two Gorillas hang around in the area below the tree root.



Concentrate on one of them and kill it with the Hyena's laugh. (And if you're feeling really hairy-chested, go ahead and kill the other one too.) A Life Energy Power-Up lies out in the open on the ground, and another is hidden in one of the barrels. Simply move the barrels to find it.

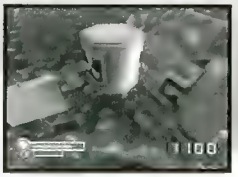


Tip

To avoid some of the damage done by the Gorillas, leap up into the air to off-set their jump attacks. Time it so you're going up as they're coming down. It sounds like a lot to do all at one time, but that's why you've got a big thumb! Cover both buttons!

Jump Evo into the Gorilla and pick up one of the Toxic Canisters.

Carry the Canister to the Sign at the edge of the deep water. Place it by the ledge.

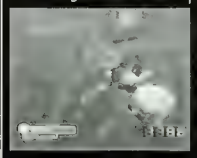


Jump up on top of the Canister. Then double-jump (hit the A Button twice rapidly) to get on top of the ledge.

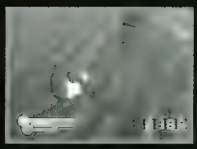
Follow the ledge on around to the big Gray Rock sticking up out of the ground. Stay away from the deadly plants.

Tip

Once you're on top of the ledge, you'll be able to see the Purple Power Cell out in the deep water. A Ramp leads out beside the Sign. Take one of the Canisters with you and shove it into the deep water ahead of you as you follow the submerged Ramp. Mark where the canister drops off the submerged ramp. If it doesn't, you could just keep following it right out of the swamp water. Angle toward the Purple Power Cell.



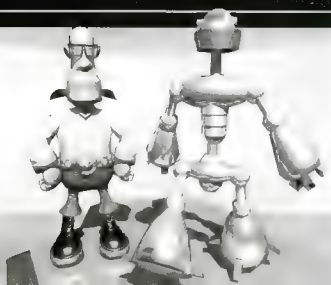
Turn toward the bottom of the screen and walk to the wooden post in the deep water.



Walk straight from it to the next wooden post.

Keeping on a straight path, walk to the shore.

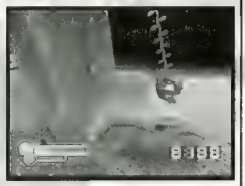
This is an alternate route for getting to the area where the Vine is. Or it can be used to go back if you left Life Energy Power-Ups behind and need them due to falls from the Vines.



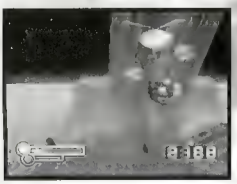
Turn to see the Wooden Ramp ahead.

The Wooden Ramp.

Climb the Wooden Ramp and jump up to grab the Vine.



Swing back and forth by moving the Control Pad toggle from side to side. Time the second Vine and jump off onto it. Usually, as long as the Gorilla touches the Vine, it can make the jump.

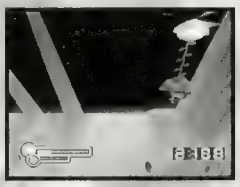


Tip

You've fallen and you can't get up? Walk to the big tree trunk to get the right perspective. (With all the perspective overlaps possible in this area, getting lined up without a proper starting place can be hard.) Then walk toward the Low Vine here and jump up. Swing back and forth and leap off toward the ledge with the Wooden Ramp. If you're not lined up right, you won't make it. Putting the Gorilla's back to the trunk and walking from there does it every time.

Also, it helps to be at the bottom of the Vines to get more distance.

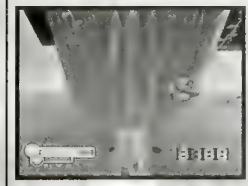
The leap to the Third Vine gets a little more tricky. It goes up and down much further. So swing back and forth and jump when you're on your way up, and it's on its way down. Time the cycle and find that it's about every third swing.



To get to the Fourth Vine, swing out toward it and double-jump (hit the A Button twice rapidly). If you fall here, you're going to take some serious damage. Get back to the Low Vine and try again.

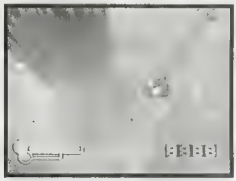
The jump to the Fifth Vine is another double-jump.

Climb to nearly the top of the Fifth Vine and double-jump to the Sixth Vine. Then climb up the Sixth Vine and swing to get the Purple Power Cell.



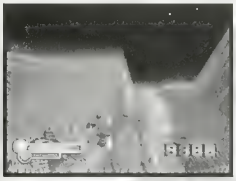
Make an easy jump to the Seventh Vine but climb halfway up and swing to get the Purple Power Cell. Make a double-jump over to the Eighth Vine.

Make a double-jump over to the Ninth Vine.



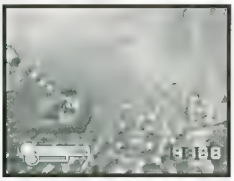
The jump to the Tenth Vine is an easy one.

Jump to the ledge.

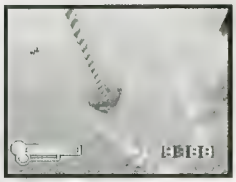


Walk around to the Rope Square and climb up the Rope.

Once the Gorilla climbs up the Rope, it becomes free, and vines run across the trees.



Avoid the Exit Teleporter for the moment and swing around on the Rope to gather the last of the Purple Power Cells. Four of them hang in the air. So climb up and down the rope to grab them. You can also jump off at different places to get the Purple Power Cells you may have missed in those areas.



Once you have them all, you could jump off and go to the Exit Teleporter to end this Environment Sector. But hey, what about the Souvenir?

Getting the Souvenir

Ride the Magic rope to the area where you killed the Hyenas. Walk into the stone pipe with the four water pipes in ti. Go right up to the water pipes blocking your way. Jump Evo out of the Gorilla and travel between the water pipes farther into the stone pipe. Getting past the water pipes reveals the souvenir. Go quickly; you're unprotected. Collect the Souvenir and the Purple Power Cell, then scurry back into the Gorilla.

Weight For It!

Mission Brief:
- Activate the Stepping Stone Switch.
- Get a Piranha.
- Get the Elephant out of that tree.

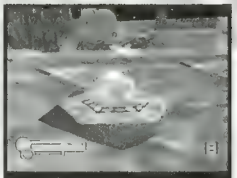
As the Lion, go kill the Gorilla and the Hyenas. Move one of the Hyenas to the steel plate in the center of the cave. Get into the Gorilla, pick up the Steel Cube, and go to the top of the hill. Then place the Steel Cube on the Elevator and swing across. Swing across the Vines to the Red Lever and bump up against it. Jump back across the Stepping Stones and become the Hyena.

Take the Stepping Stones over to the waterfall. Throw the Red Lever. Then go back to become the Hyena. As the Hyena, jump across the Stepping Stones and kill a Piranha. Become the Piranha and go jump the low wall to throw the Blue Switch.

Return to the Hyena and become it. Cross the Bridge. Then find and kill the Parrot. As the Parrot, fly into the tree with the Elephant. Become the Elephant and walk to the Exit Teleporter to end this Environment Sector.

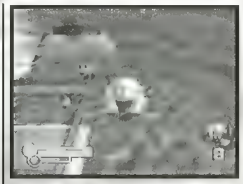
Completing the Mission

As the Lion, swim to shore.



The King of Beasts! Now it's time to go prove it!

Kill both of the Hyenas with the roar. Grab both Purple Power Cells in the cave.



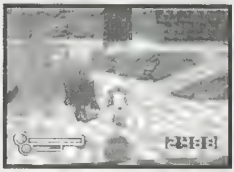
Become the Hyena and crawl onto the steel plate in the center of the floor. Jump back into the Lion's body and go find the Gorilla.

Caution

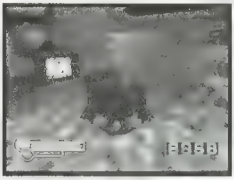
If you DON'T take the time to kill both Hyenas, the surviving one will knock the dead one you've so carefully placed on the steel plate off and onto the floor. Then you'll have to repeat the sequence with the Steel Cube when you discover the Hyena isn't on the steel plate at the top of the hill.

The only good Hyena is a dead Hyena.

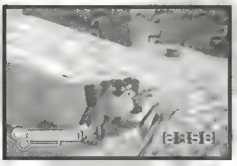
As the Lion, climb the hill and kill the Gorilla with the Roar Attack (B Button). Note that the roar seems to be more effective when the Lion faces the Gorilla. Leap up as the Gorilla is coming down to lessen any damage it might do.



Jump Evo into the Gorilla and go up the Ramp by the TV screen.

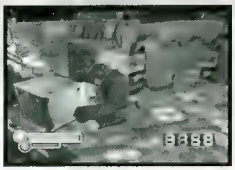


Pause long enough to drop onto the Purple Power Cell on the multi-colored ledge, so it isn't forgotten later.



Take the Steel Cube and continue up the Ramp.

At the top, place the Steel Cube on the Elevator (the steel rectangle in front of you).

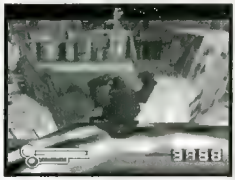


This raises the Hyena's body from the cave on the other side.

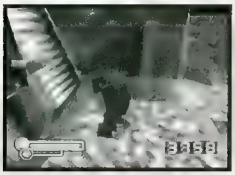
Turn to the left and spot the dead Elephant in the tree above the logs.

Swing across on the Vine to the other side where the Hyena is.

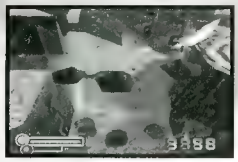
Jump on the Vines leading to the waterfall and swing across. Double-jump to make it easier.



At the waterfall, bump up against the Red Lever to activate the Stepping Stones.



The Stepping Stones rise up to make a path for the Hyena.



Swing back along the Vines to get to the Hyena. Become it and leap across the Stepping Stones to the waterfall.

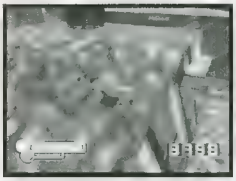
Note

Getting the Hyena here the right way the first time triggers the Elevator function on the Stepping Stones. If you don't have the Hyena up here first, the Elevator will never work. Even if you miss, you can try again from the ground. And it's actually easier to get on from there.

Also, if damage from falls becomes a problem, an SV crate is on the ground to the left of the waterfall. The Lion can break it open with its roar.

If you have trouble returning over the Stepping Stones as the Gorilla, jump into the waterfall and come up the hill again to get to the Hyena. Use the Control Pad's trigger to fine-tune your jumps.

Only the Hyena can leap up on the ledge by the Red Lever.



On top of it, gather all the Purple Power Cells. Unfortunately, the Hyena can't open the SV Crate here.

Get the Purple Power Cell by the Blue Switch.

And the one on the ledge above it.

Tip

Keep climbing ledges here. You'll find that you can get up on the highest one and make your way to the other end of the Environment Sector where the Parrot is. Kill the Parrot with the Hyena's laugh and become it. This is an alternative to crossing over the Bridge if you have trouble jumping with the Piranha.

Walk back down to the Blue Switch. Peering over into the water, get a look at the Piranha.

Touching the Blue Switch causes the Elevator to raise. Touching it again lowers it. Catch the Piranha swimming across the Elevator and raise it, trapping the fish. This may take more than one try, but the Piranha swims around in a circle.

Wait until the Piranha's dead, then lower the Elevator and become the Piranha. It's easiest to jump into the water as the Hyena to accomplish this. You can easily get out on the slope near the Blue Switch.

As the Piranha, gather the three Purple Power Cells in the water. Swim to the end of the corridor and take a right. Then surface and face the low wall there.

Back off and swim at the low wall quickly. Then leap over the wall. Swim down and touch the Blue Switch. Watch as the Bridge extends.

Swim back to the first Blue Switch and become the Hyena again. As the Hyena, jump up on the ledge behind the Blue Switch and cross the Bridge over the waterfall.

Grab the Purple Power Cell on the ground near the water in front of you.

Another Purple Power Cell sits on the ground on the other side of the water.

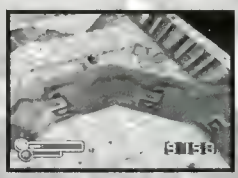
Don't go in the water. Instead, come back up the incline and walk around. A Parrot lives in a tree in this part of the Environment Sector. Track it down and kill it with the Hyena laugh.

Fly around the Environment Sector and grab the Purple Power Cells.

Note

To fly with the Parrot, you have to flap the wings with the A Button. It also helps to rest occasionally.

Don't forget the two Purple Power Cells in the pool near the Entry Teleporter. Use the Parrot's Dive Attack to get them.



Tip

The Purple Power Cell against the wall can be tricky to get. Turn the Parrot sideways on the screen and dive to grab it.

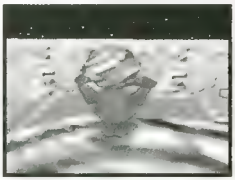
You could always pick up the Purple Power Cells as the Elephant when you walk to the Entry Teleporter. The challenge of getting them with the Parrot is pretty cool, though.

Fly to the Elephant in the tree and become it.

The Exit Teleporter activates, meaning the Environment Sector is completed. However, the Souvenir remains to be won.

Getting the Souvenir

Become the Parrot again and fly over to the Gorilla. Notice the big rock beside you on the hill, and the Red Ring in front of you? Throw the big rock through the Ring.



Tip

To successfully throw the rocks through the Red Rings in some areas, hit the B Button to throw, THEN the A Button to jump up to the right height.

If you miss the Red Ring at the top of the hill, you'll have to bring the rock back up on the steel plate. Throwing the rock onto the steel plate is almost impossible, so throw it down inside the cave and push it on.

Get the rock and come back up to the top of the hill. Turn to the right (toward the water) and throw the rock through the Red Ring on that side.

Go back down and take the Steel Cube over to the area where you first encountered the Gorilla. Place it on the ground near the Red Ring there.

Grab a rock and hop up on the Steel Cube. Jump up and throw the rock through the Red Ring. (Press the B Button, THEN the A Button to time it properly.)

Grab the rock again and go to the water that has the Entry Teleporter on the island in the middle.

Stand with the Gorilla's feet in the water. Then jump up and throw the rock through the Red Ring. (Press the B Button, THEN the A Button to time it properly.) Climb up on the hill where the Vines and Elevator are and claim the Souvenir.

Become the Parrot again and fly over to the Elephant. Become the Elephant and walk out of the tree. Then walk over to the Exit Teleporter to beat this Environment Sector.

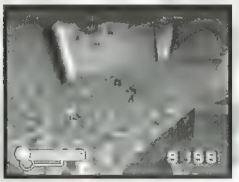
Jungle Jumps

Mission Brief:
- Kill all the Gorillas.
- Kill all the Hyenas.
- Collect all the Keys.

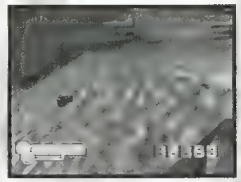
Start out as the Tortoise Car and cross the poo swamp. Find the Hyenas and kill one. Next, become the Hyena and crawl up the ledges to find the Gorillas. Kill one of the Gorillas and climb the ledge there by using a Toxic Canister. Then walk around to the Vine and swing across to the Magic Rope. Hang onto the Magic Rope to the Teleporter. Jump off and get onto the Teleporter.

Completing the Mission

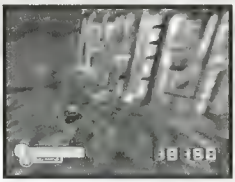
As the Tortoise Car, swing around immediately to the right and follow the wall to the cave that has the first Key. Grab the Purple Power Cell in front of it and the two with the Key.



Leave the cave and go up the Grass Ramp in front of the cave.



Kill the Elephant there using the rapid Hide function and ramming it.



Become the Elephant and go back down the Grass Ramp. Keep the wall with the cave to the right and follow it around to the next cave.

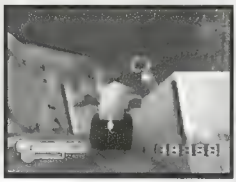
Enter the cave and kill the Hyena Bikers with the spray attack.

Don't attack the Iguana in front of the cave yet.

In the cave, try to only engage one Hyena Biker at a time. Move Evo into a Hyena Biker, then return to the front of the cave and kill the Iguana with the missiles.

Leave the cave and go back to the Grass Ramp where the Tortoise Car is. Use the Ramps to leap through the Blue Stars. Grab the Purple Power Cell.

Then blast across the second log to get to the other side. There are two ramps here, but you'll only need one.



In order to jump through the Blue Star on the other side, blast across the FIRST Ramp leading across the log instead of the second one. Line yourself up with the ramp, back as far from it as you can get. Push the joystick forward, but wait until you are about halfway to the ramp before you hit the Speed Boost (A Button).

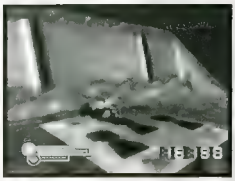
Note

For the motorcycle jocks out there, it's possible to run at the first Ramp before the second log at an angle and jump into the tree there. The Key and Purple Power Cell can be gotten with a Gorilla later, but this is more exciting.

Blast open the SV Crate on the other side if needed.

Turn right and head up the incline toward the next Blue Star.

At the top of this hill, the three Keyholes let you know how many Keys you're looking for. You already have one. Also, you can't go through the Blue Star with the Hyena Biker.



Go toward another Blue Star down the hill to find the next Ramp.

Line up with this Ramp. Then speed boost to get into the tree.

Tip

To land safely on the tree, let off the speed boost button. Most of the time, missing this jump is caused by forgetting to take one's thumb off the button. If you keep falling off, see if this isn't the problem.

Line up on the tree so that the Hyena Biker lands on the left or right side of the trunk. Hitting the trunk full-on will do damage AND knock you back out of the tree. If you fall off, come back around and try it again.

Grab the Purple Power Cell and go around the tree to the left. Then speed Boost off, onto the incline in front of you. If you don't get onto the incline, you have to do it all again, so make sure your speed is up.

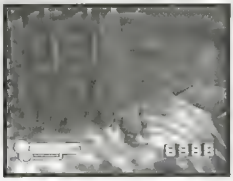
Land on the incline and head right.

Stop short of the Gorilla Hill and creep close enough that only one Gorilla comes down at a time. Stay away and use the missile attack to put them down from a long distance.

It's possible to shoot them while they're on the hill as well. However, don't kill them both there because you won't be able to become one of them!

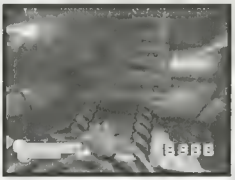
Round up the Purple Power Cell and become one of the Gorillas. Then take the Gorilla down the incline and walk over to the Steel Cubes.

Hop up on the Steel Cubes and get to the Tree House. You may find it easier to double-jump to get there.



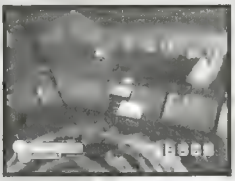
Climb the ladder by jumping up onto it. Double-jumping sometimes provides better control. And it's easier to jump to the middle of those branches than to the inside. But be sure to rest in between if using the double-jump method.

Once on top, jump across the wooden bridge. Double-jump to get to the first rung and simply jump across the rest. Double-jump again to get to the Key.



Grab the second Key.

Return across the wooden bridge and leap off the other tree stump to grab the Purple Power Cell.



Walk under the log the Hyena Biker jumped across and grab the Purple Power Cell. Jump the Steel Cubes to get up.

Turn past the TV screen and walk to the Vine hanging by the first Blue Star you couldn't get. From a standing position, jump through the Blue Star as the Gorilla.

Jump onto the Vine. Then swing across to the Vine on the left.

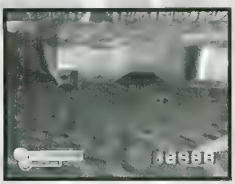
Swing into the tree to collect the third Key and the four Purple Power Cells.

Now that all three Keys have been gathered, the Keyholes are active. However, you haven't collected the Souvenir or all the Purple Power Cells.

Getting the Souvenir

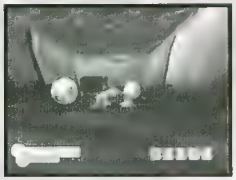
Climb back up into the Tree House and cross the bridge. Then jump onto the Vine on the left and swing across until you swing through the Blue Star. This is the last one, which will bring up the Souvenir.

Now go get the Iguana and head back toward the Grass Ramp by the Entry Teleporter. To the right of the ramp is a small cave only the Iguana and the Tortoise Car can get into.



Go inside and get the two Purple Power Cells and the Life Energy Power-Up if needed.

Walk back to the cave where the Hyena Bikers were and take the other one. As you leave the cave, stay to the right and find this Environment Sector's second Elephant.



Kill it if you want to with the missile attack. The main goal, though, is the cave in the wall here.

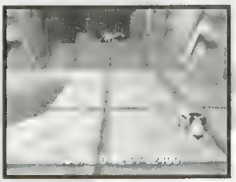
Go inside and grab the Purple Power Cell and the Life Energy Power-Up.

Speed over to the Keyhole and drop down into the Teleport Chamber. Ride up onto the Exit Teleporter to finish the Environment Sector.

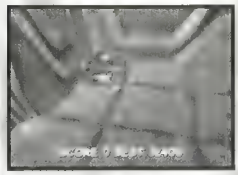
Evo's Escape

Mission Brief:
- Kill everything in sight! Everything! Take no prisoners!
- You have to achieve 12,000 points.

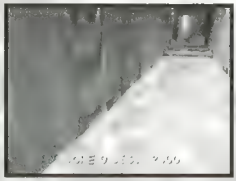
Begin with the Iguanas. Really brush up on their movements because they're worth 500 points apiece.



Kill the Hyenas for 100 points. The Hyena Bikers are worth 400.

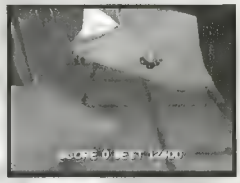


Get the explosive rockets around the corner by the fish.



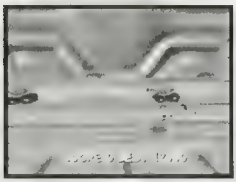
The fish are worth 500. And you CAN kill them with the regular arrows. The exploding rockets kill them quicker and with greater distance.

Kill the Racing Tortoises for 500 each.



Kill more fish with the exploding rockets.

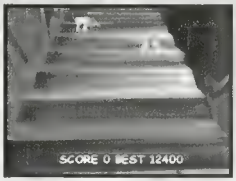
Lock and load on the shooting gallery. Try to get the exploding rockets from the top row. Then target the Racing Tortoises for 500 each to build your score up quickly.



Shoot the Elephants for 200 each.

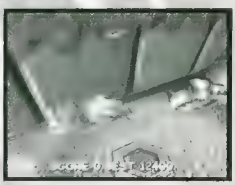
Shoot the Hippos and Gorillas for 200 and 100 points respectively.

Shoot the Lions for 300 points.



Target the exploding arrows crate; then blast the Iguana for 500 points.

The two Parrots are last, and they're worth 1000 each.



Once you rack up the 12,000 points you need to complete this Environment Sector, you have to shoot Evo in his Iguana disguise.

There's no time limit on this, so just keep plugging away until you get the little rascal.

Then claim the piece of the Shellsuit here.

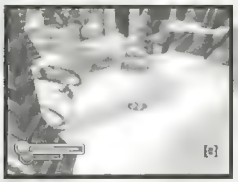
Fun in the Sun

Mission Brief:
- Restart the oil pump.
- Open the fuel line valves.

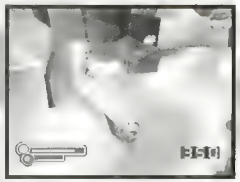
Arrive in the desert as an Armed Desert Fox. Kill a Camel and get into the oil refinery area. Next, kill an Armed Desert Fox to become it, and start the oil pump. Take the Elevator up, kill and become the Vulture, and open all four Valves. Then fly to the Teleporter.

Completing the Mission

Start out as an Armed Desert Fox and follow the Wooden Bridge to kill the Camel.



Grab the Purple Power Cell on the next higher ledge. Then take the Armed Desert Fox back to the Entry Teleporter and go left around the oasis.



Hug the waterline and go kill both Camels in this Environment Sector.

Get in close, so their attack doesn't have as much effect on you.

After they're both dead, jump Evo into one of them and go collect the remaining 12 Purple Power Cells in this area. Get them off the pyramid. This requires jumping around to find traction.

Push the Iron Box to each of the flat-topped hills to get the Purple Power Cells off those. Push the SV Crate over the edge, so it can be broken later by the Armed Desert Fox.

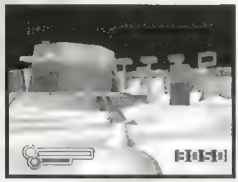
Get the one by the oasis.

Note

The Armed Desert Fox doesn't do well in water. So keep it out of the oasis.

Push the Iron Box to the Gate and hop up on it. Grab both Purple Power Cells; then go through.

The oil refinery lies dead ahead. Beware of the Armed Desert Fox coming from the right.



Don't worry so much about trying to kill the Armed Desert Fox. Just run past him to the right.

Take the Sand Ramp up the next hill.

Kill the Armed Desert Fox here.

Tip

Position the Camel, so the spit attack hits the area where the Armed Desert Fox comes closest during its marching. Then spit until it dies. Generally, the Armed Desert Fox will never retaliate.

Become the Armed Desert Fox and climb the next Ramp. Run to the end of the ledge and hop across the square boxes connecting the pipes. If you fall off, don't attack the Armed Desert Fox as you come back around, and it will leave you alone.

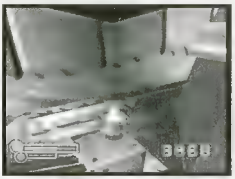
An SV Crate sits on the other end of this ledge. Use it if needed.

Walk around the oil refinery to discover another SV Crate.

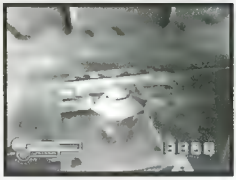
Go back in front of the oil refinery and find the Red Lever.

Hop up to activate it. The oil refinery has now been filled, but you still have to open the fuel line valves. Hop up on the Red Lever,

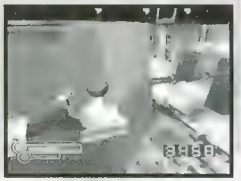
and hop onto the square cube of the pumping arm. This can be a little tricky, so take your time and remember to let off the jump button and the toggle when you get there.



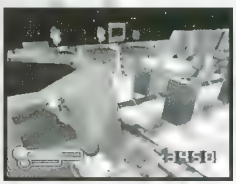
When the pumping arm lifts, hop to the ledge.



Walk across the ledge and bump up against the Blue Switch to activate the Elevator. Now if you fall off, you don't have to come back up on the pumping arm.



Take the Elevator up to the top.



Go around the edge to the three flaming surfaces.

Notice that the flames go on and off.

Your job is to jump onto them and hop across quickly, so you don't get burned. Then hop onto the hill in front of you where the Vulture is.

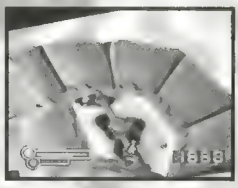
Shoot the Vulture until it's dead. Then grab the Purple Power Cell here and become the Vulture.

As the Vulture, fly to each of the four valves along the fuel line. Bump up against them to open them.

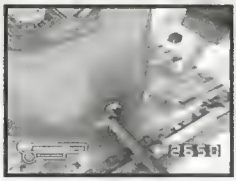
Note

If you try to fly too long, you're going to get tired, so rest at each Valve. If you happen to fall to the ground and can't get back up, flap over to the Elevator by the oil refinery and take it up. The Armed Desert Foxes are going to be shooting at you the whole time. You won't get many trips like that.

The last Purple Power Cell is by the last Valve.



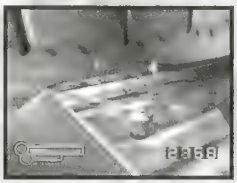
The Exit Teleporter activates in the middle of the oil refinery. All you have to do is flap over there to conclude the Environment Sector—unless you want the Souvenir for this level as well.



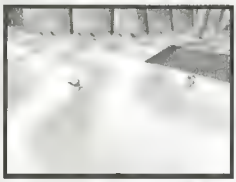
Getting the Souvenir

To get the Souvenir, you have to complete your own version of Desert Storm. Flap back over to the Armed Desert Fox, climb down, and kill all of the Armed Desert Foxes.

Take advantage of cover and of the SV Crates you located earlier.



Then kill 'em all!



When you're finished, go back over to the Vulture and flap your way to the Exit Teleporter.

Hot Cross Buns

Mission Brief:
- Destroy all the Speakers.
- Kill all those spinning Foxes.
- Turn all the noughts (zeros) to crosses.

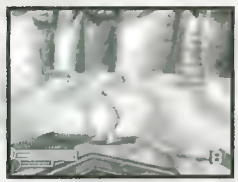
Start out as the Cannon Camel and kill the Desert Foxes. Destroy the Speaker here. Next, kill and become the Vulture. As the Vulture, pick up the Cannon Camel and fly it into the next room where the Red Lever is. Flip the Red Lever. Then become the Cannon Camel and destroy the Speaker.

Out in the main canyon, kill all the Scorpions, become one, and go into their nest. Activate the Blue Switch. Then become the Cannon Camel again and destroy all the Speakers.

Become the Vulture and go get one of the Desert Foxes. Put it onto the Floor Switch. Then go get and become another one to hop across the raised Tiles to the Teleporter.

Completing the Mission

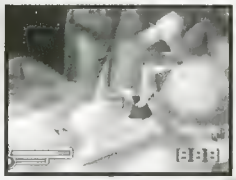
Arriving in this Environment Sector as a Cannon Camel, go kill all the Desert Foxes.



Destroy the Speaker.

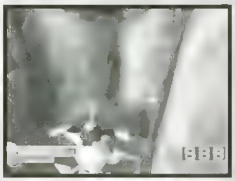
Kill the Vulture by waiting for it to land each time, then firing nonstop until it takes off again or dies. Be patient. It will get tired.

Become the Vulture and grab the three Purple Power Cells in this area.



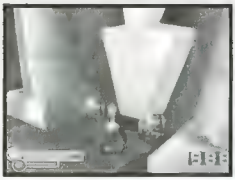
Then grab the Camel and take it with you.

(Hit the B Button to grab the Camel.) Fly across the Trap.

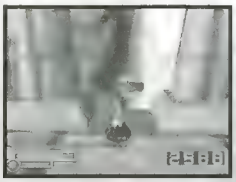


Swoop into the chamber to the right of the door leading out into the big canyon.

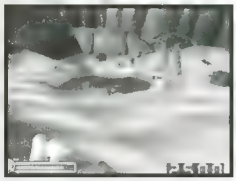
Grab the two Purple Power Cells.



And bump up against the Red Lever across from them to activate it.

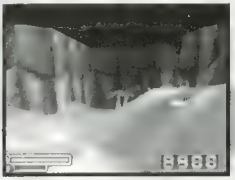


Become the Camel and destroy the speaker by the Red Lever. Then go out into the big canyon.



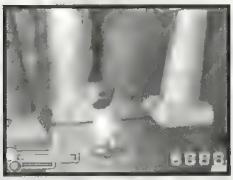
Kill the Red Scorpions from a safe distance and try to only engage one at a time. Creep closely and work slowly to accomplish this.

When you finish with the ones near the whirlpool, locate the one on the hill and kill it.

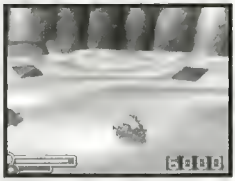


After they're dead, collect all the Purple Power Cells on the ground and behind the hills, and destroy the Speakers.

Destroy all the Speakers.

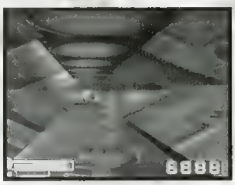


Become one of the Scorpions.



Go down into the hole closet to the Whirlpool first to explore the tunnels beneath.

Take the first right and grab the Purple Power Cell.



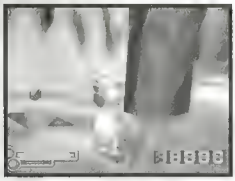
Take the next left and follow it around to the Blue Switch and another Purple Power Cell. Then bump up against the Blue Switch to activate it.

Crawl back out of the room and take the first two rights. Then take a left followed by another right to get the next Purple Power Cell.

Exit the Scorpion's Nest and walk back into its first door (the one closest to the Whirlpool). Go straight to the end of the corridor and take the right to the Purple Power Cell there.

Take the next two rights to get out of the Nest. Become the Cannon Camel again and swim to the building by the palm trees.

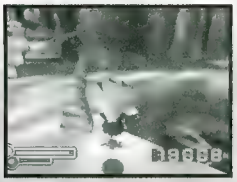
Destroy the Speaker here and grab the three Purple Power Cells. You should have all fifteen Purple Power Cells now. If you have trouble getting up on shore, use the Cannon Camel's teleport ability.



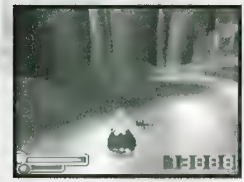
All the pieces are together to turn on the Exit Teleporter. However, doing it and then grabbing the Souvenir would be twice as dangerous. Of course, that's twice as exciting. Go back and become the Vulture again.

Flap over and grab the Silver Scorpions by the Whirlpool. Touch them and they vanish.

Grab the five Red Scorpions and drop them into the Whirlpool. Their Silver Scorpian Skeletons whiz back out.

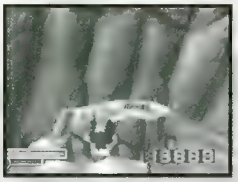


Touch the Silver Scorpions to absorb them and reveal the Souvenir.



Take the Souvenir. Fly back and get one of the dead Desert Foxes.

Fly back into the main canyon and up onto the hills to find the Floor Switch.

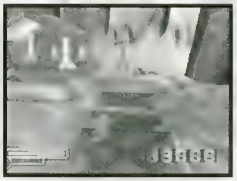


Place the Desert Fox on the Floor Switch to raise the final Tile in the oasis.

Fly back after another Desert Fox. Lay the Desert Fox on the first tile in the water (this saves you from having to make one of the jumps).

Become the Desert Fox.

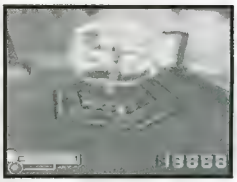
As the Desert Fox, jump from tile to tile to turn all the noughts to Xs. Run to the very edge before you make your jumps.



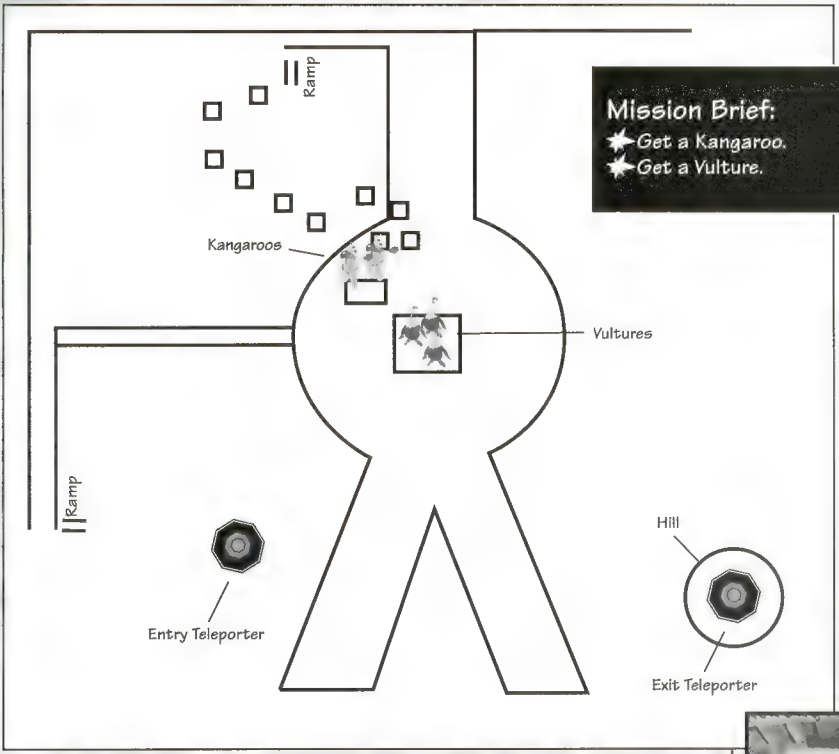
Caution

If you fall into the water as the Desert Fox, get out as quickly as possible. The water does a lot of quick, harsh damage to the Desert Fox.

The Exit Teleporter is now active, so hop over and use it to go to the next Environment Sector.



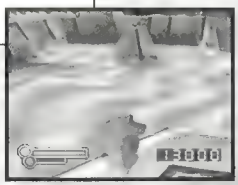
Sting in the Tail



Start out as a Desert Fox and make your way around the various Ramps until you find a Kangaroo. As the Kangaroo, search out the Vulture. Kill and become the Vulture. Fly with the Desert Fox in your claws to the Exit Teleporter. Then, jump Evo into the Desert Fox. Finally, hop into the Exit Teleporter.

Completing the Mission

As the Desert Fox, take a look around the Entry Teleporter. Two Scorpions stalk the desert sands, but beyond them are Purple Power Cells and Life Energy Power-Ups.

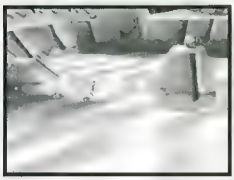


To get the Souvenir in this Environment Sector, all the Scorpions must die. Kill these with the Spinning Attack. Use the Life Energy Power-Ups if needed.

Tip

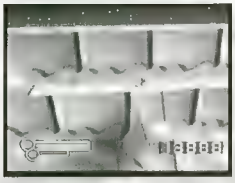
For the best results, try to catch the Scorpions apart from each other. Then make sweeping attacks while spinning, going over them again and again. It's very hard to simply stand there and duke it out with them. And whatever else you do, stay out of the water.

That Desert Fox is tough to handle. Try killing one Scorpion and becoming it. Then put yourself near a ramp. When another Scorpion comes by, zap 'em and scurry back up the ramp. Scorpions have very short memories. They won't remember that you attacked them the next time they get in range. Kill the remaining eight Scorpions on both sides of the water. You'll have to be the Desert Fox to kill the Kangaroos.



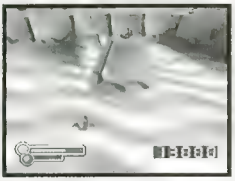
Note

If you have trouble killing the Scorpions as the Desert Fox, continue on. You won't get the Souvenir, but you can still finish the Environment Sector.

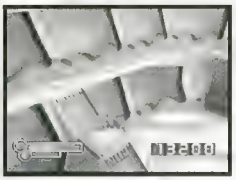


Grab all the Purple Power Cells on the nearby hills.

Don't worry about the one on the hill in the center. You'll be able to get that later.

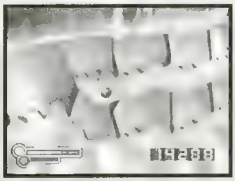


Go up the Ramp.



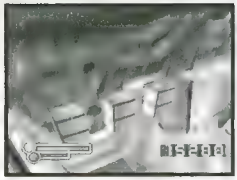
Turn to the right and go around the ledge, grabbing the Purple Power Cells as they come up.

When you reach the end, turn around and go back to the Ramp at the left.

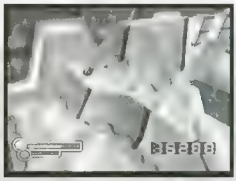


Walk to the left. Then head down the Ramp to get the Purple Power Cell. Come back up the Ramp and continue going to the left.

Jump across the metal blocks.

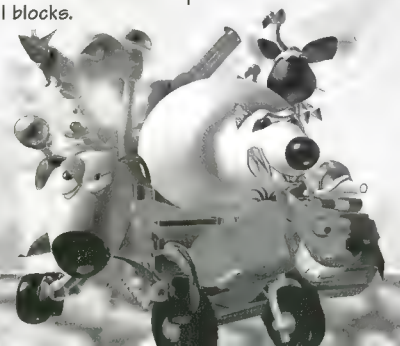


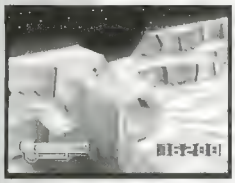
Go down the Ramp on the other side to get the Purple Power Cell and the Life Energy Power-Up.



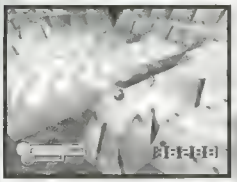
View the movie camera around front.

Go back to the area where you first encountered the two Scorpions. Go across the ledge to the right this time.



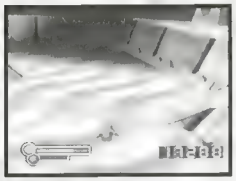


Follow it down to get the Purple Power Cell at the end.



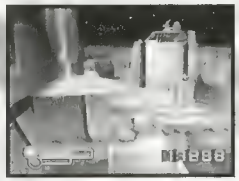
If you've got the Desert Fox's moves down, drop down into the next pit and kill all the Scorpions.

Or keep going across to the Ramp.

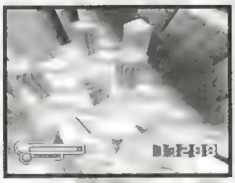


Climb up and grab the Life Energy Power-Up; then cross the Bridge.

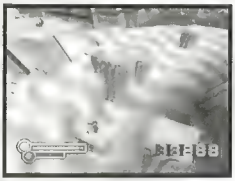
Across the Bridge, pull the Control Pad's trigger to get a look at the Kangaroos on top of the plateau. There's another Life Energy Power-Up if you need it.



Keep walking with the wall to your left until you get around to the short columns poking up from the desert floor. Kill the Scorpions with the Desert Fox if you want the Souvenir.



Find the shortest one and jump up onto it.

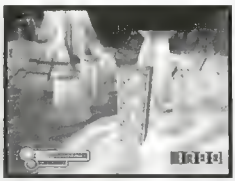


Jump around to the Ramp leading up the hill to the Kangaroos.

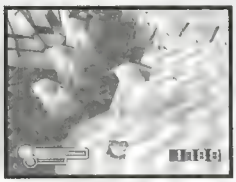
On top of the hill, kill the Kangaroos easily with the Desert Fox. Just sweep across them with your attack.

Become a kangaroo. Hop down and grab all the Purple Power Cells you couldn't get with the Desert Fox.

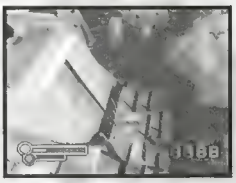
Swim across the water to the other side where the columns are sticking up.



Hop up on the ledge, then onto the Kangaroo Column.



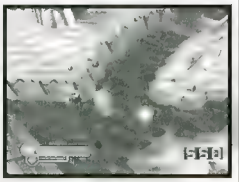
Make all the jumps to the Vulture's Roost, landing on the two-square landing area.



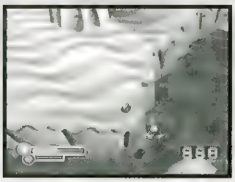
Hop to the next landing ...

Then kill the Vulture.

Keep punching him, and he'll go down easily. But you have to stay in his face.



Become the Vulture. Go pick up the Desert Fox in your claws and flap your way over to the Exit Teleporter ....



...unless you want all the Purple Power Cells and the Souvenir for this Environment Sector.

Getting the Souvenir

Grabbing all the Purple Power Cells is simple as the Vulture. Just fly down and get them.

Don't forget the ones under the Bridge.

To get the Souvenir, you have to kill all the Scorpions. Flap over with the Vulture and get it. Then go get the Desert Fox in your claws. After that, it's just a short flight to the Exit Teleporter. The Vulture can't fit between the columns. Become the Desert Fox and bounce on into the Exit Teleporter.

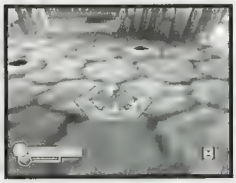
Borassic Park

Mission Brief:
- Locate four Archaeological Discoveries.
- Kill me a Kangaroo, sport!

Start this Environment Sector as an Armed Desert Fox. Quickly locate all the Four Archaeological Discoveries by the Movie Camera placements. Find, kill, and become a Kangaroo. Then find, kill, and become a Vulture and fly to the Exit Teleporter.

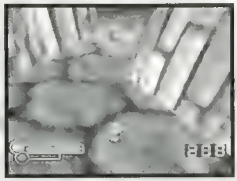
Completing the Mission

As the Armed Desert Fox, march forward across the desert floor and touch the first Movie Camera. This takes a picture of the first Archaeological Discovery.



They're prehistoric Hippos!

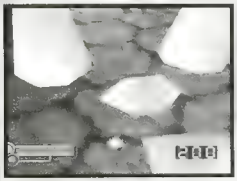
Go forward through the gap in the surrounding canyon to reach the second Archaeological Discovery.



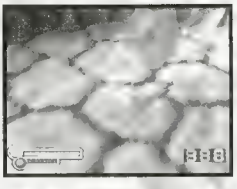
Touch the Movie Camera to take the picture of the Giant Footprints!

Continue on through the next gap in the canyon.

Check out the terrain to the right. You're going to be going through there in just a little while.

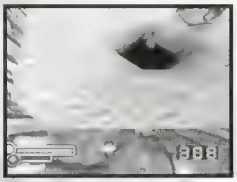


Walk through the projections to reach the third Movie Camera.



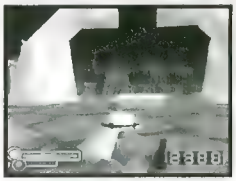
Touch the Movie Camera to take the picture of the Mosquito trapped in Amber.

Turn to the right and walk through the gap where the Purple Power Cell shows. Figure out the rolling pattern of the boulders in this area. Then make a dash for the other side, going along the right.



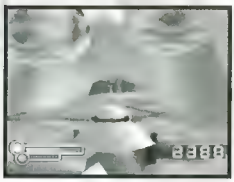
Notice the Purple Power Cell in the center of the yawning black hole? Well, there's no way you're going to get it as the Armed Desert Fox. So leave it there for the moment.

On the other side of the gap, Green Hippos jump up from holes in the ground.



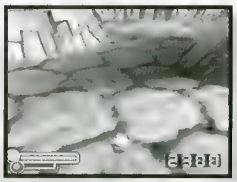
The Armed Desert Fox's attack has no effect on the Green Hippos, so avoid their noxious breath and grab the Purple Power Cell. Stay between the bone columns and go forward.

Follow the Bone Path.



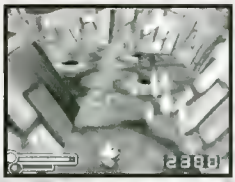
Walk into the Cave of Eyeballs.

Take the Life Energy Power-Up ahead if needed. Then turn back and look at where you've come from.



That's a lotta lizard! Beside the last Movie Camera on the skull are two Life Energy Power-Ups. Turn to the right and follow the gap through.

Streak under the bridge to the Ramp in the back.



But beware the Fire-Breathing Hippos.

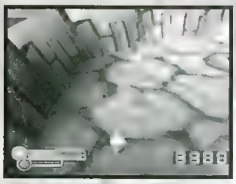
Tip

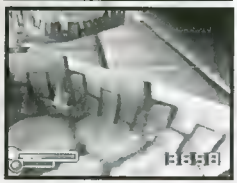
The Fire-Breathing Hippo comes up TWICE, then they all disappear for a short time. To restart the sequence, go back into the Dinosaur Skull.

And when you go for the Ramp, run fast!

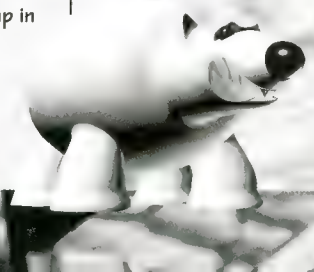
Grab the Life Energy Power-Up if needed and streak to the top of the Ramp. Get the Purple Power Cell on the other side of the Hippo at the top of the Ramp. It won't hurt you.

Cross the bridge to the Hippo on the other side. Then follow the ledge along to the next enclosure. A minefield of Green and Fire-Breathing Hippos lays before you.





Two Life Energy Power-Ups are in the enclosure along with a Kangaroo. Find the Kangaroo, kill it, and become it. In the beginning, the Kangaroo always stands on the left side.



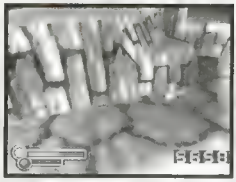
Tip

Although it takes some time, only move along the edge of the perimeter here. Mark the Fire-Breathing Hippos and stay away from them because they can reach the perimeter with their breath.

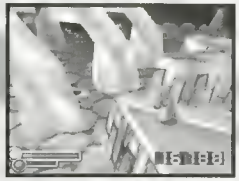
Keep banging away at the Kangaroo from a distance. You have a gun after all, so use it. Don't try to get in his face.

As the Kangaroo, hop back to the corner with the Life Energy Power-Up sitting on it.

Hop onto the ledge and grab the Life Energy Power-Up. Then turn to the left and notice the huge, skeletal hand that holds the Exit Teleporter in its palm.



After a little experimentation, you'll discover there's no way to jump up to it. So hop over behind the hand and discover the ledges.



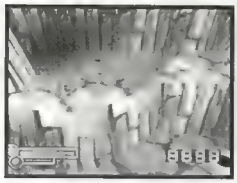
Hop up onto the ledges down by the Sign.

From there, hop over onto the Dinosaur's ribs.

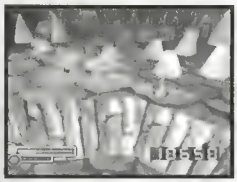
Watch out for the breeze that blows up a cloud of dust (those yellow particles). Wait between breezes; then hop over to the other side of the rib.

Jump from the rib to the ledge. Grab the Purple Power Cell and drop to the ground. Then go to the ledge by the boulders and hop up.

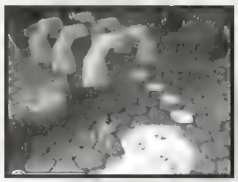
Turn to face the ledge near the Dinosaur's ribs.



Stand on the very edge to make the leap. Grab the Purple Power Cell. Then hop out to the edge of the ledge you just landed on to jump on the ribs closest to the rolling boulders. But watch out because the wind is from behind you now, as you make your way to the other side.



Walk to the right and kill one of the Vultures. If you can't get to them before they fly, you have to track them down.



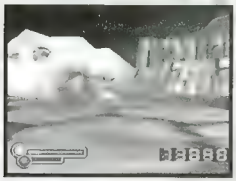
Once you have the Vulture, fly up to the Dinosaur's Skull for the last Movie Camera.

Bump up against the Movie Camera to activate it.

Tip

Since the Vulture has such little lift, you have to fly over short objects to get the necessary lift to get onto bigger ones. To get onto the Dinosaur's Skull, fly to the front, then creep up its head.

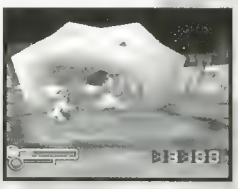
Fly around and gather all the missing Purple Power Cells, including the one in the middle of the rolling boulders.

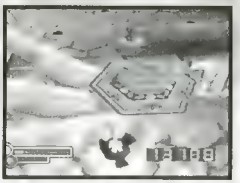


The Teleporter is now active, but you don't have the Souvenir yet, do you?

Getting the Souvenir

Become the Kangaroo again. Then hop up to the Dinosaur Skull's face. Punch its teeth out to get the Souvenir.





Then become the Vulture again and flap over to the Exit Teleporter to quit this Environment Sector.

Whirlwind Tour

Mission Brief:
- Be a Desert Fox.
- Be a Kangaroo too.
- Get a happy flappy chappy.

Start out as a Cannon Camel and teleport through the winds that try to block your way to the Bridge. Kill and become an Armed Desert Fox. Next, cross the river and climb the mountain to kill the Kangaroo. Become it and cross the river again. Climb that mountain; then kill and become a Vulture. Finally, fly the Vulture to the Exit Teleporter and leave the Environment Sector.

Completing the Mission

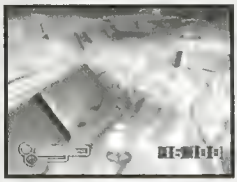
As the Cannon Camel, you won't be able to grab the Purple Power Cell on the small hill behind you.

Notice the Whirlwind Warning Sign up ahead. This Environment Sector is filled with dangerous whirlwinds. But they all work in a repeated pattern with breaks in between. Watch this one; then walk through when it dies down.

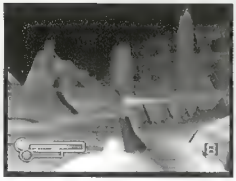
Use the Cannon Camel's teleport ability to streak across the shifting desert sands. Then climb the Ramp on the left side of your screen.

Up around the bend a little farther on, a Movie Camera stands waiting.

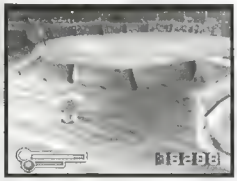
Bump up against the Movie Camera to activate it to learn the location of the Exit Teleporter in this Environment Sector. Then use the Cannon and kill the Scorpion below from a distance.



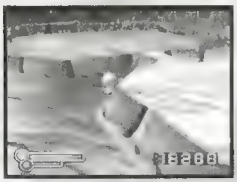
Notice there are a number of the Purple Power Cells that the Cannon Camel can't get. Don't worry; you'll get them. For now, walk forward and examine the hill ahead.



Study the winds on that hill. Note that they come and go, and that some of them are going in different directions. Getting across to the other hill



is tricky but it can be done. And here's how you do it: Take the Cannon Camel up the Ramp. Wait until the cross breeze dies down (watch the blowing dust to know when this happens). Then ease out to the center of the hill.



Turn right, toward the other hill where the Life Energy Power-Up is. Note that there are now two cross currents. Wait

until they both die down; then Speed Boost across.

> **Note**
>
> Don't be surprised if this maneuver through the cross-currents of wind across the hill takes a while. The one nearest you gives up first, followed by the second one. So be patient and read the patterns. That's your best bet.

Another whirlwind coils at the bottom of the next hill, so time it and rise up in it to the bridge. Then cross the bridge carefully. Falling off won't hurt you, but you will have to come back through the winds covering the hill.

Keep going across. You can't grab the Purple Power Cell to the left, so keep to the right, past the cactus.

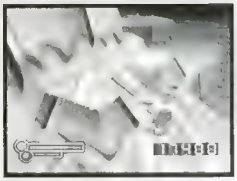
Climb the Ramp and kill the Scorpion that attacks you.

Wander around the base of the hill, past the TV screen to the Ramp leading up.

Go up the ramp and walk around the edge to the right until you see the area with the last Scorpion. Use the Cannon Camel's long distance weapon to kill the Scorpion without being endangered.

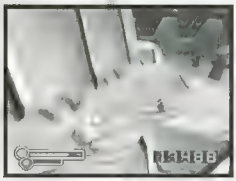
Getting the Souvenir

As soon as you've killed this last Scorpion, the Souvenir will appear on the other side of the water. It's no sweat because we're going back that way anyhow—just not as a Cannon Camel. Walk past the dead Scorpion to the next Ramp leading up.



Notice the floating Wooden Bridge off to the right.

As you go around to the right, you'll be confronted by an Armed Desert Fox. Kill him.



Then go after his little buddy and kill him too. Remember, use the long distance provided by the cannon. Take whatever you need from the Life Energy Power-Ups. Then become one of the Armed Desert Foxes. Take the Armed Desert Fox and jump across the floating crates.

Caution

You might think you can get the Armed Desert Fox back across the bridge—and you can and should if you have trouble with the floating boxes. The water is really dangerous to Armed Desert Foxes.

Look up ahead and spot the reddish-tower of rock.

Take time to go claim the Souvenir.

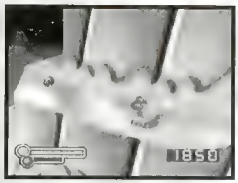
Hop up all the ledges of the tower and confront the Kangaroo there.

The Kangaroo can be hard to catch, and even harder to kill. Go around the ledge first one way, then back the other. Keep blasting away until you drive him from the ledge. Then stay after him.

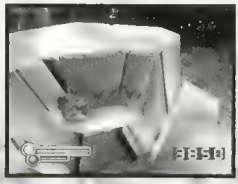
Tip

Your best bet is to keep after the Kangaroo until you get him off the rock. Then withdraw to an even lower ledge (usually near the water) to fire on him from a distance and beat him down.

Kill and become the Kangaroo. Hop across the floating crates to the other side (wait until each one of the crates settles before jumping again). Then climb up the tall rock tower near the area where you killed the Armed Desert Foxes.



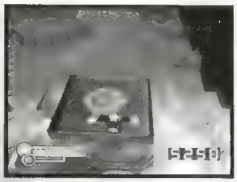
Keep hopping up the ledges to the Vulture on top.



Kill the Vulture and become it. The Exit Teleporter is now active, and you have the Souvenir. Track down any missing Purple Power Cells (including the one under the bridge if you've forgotten about it). Then jump onto the Exit Teleporter to finish this Environment Sector.

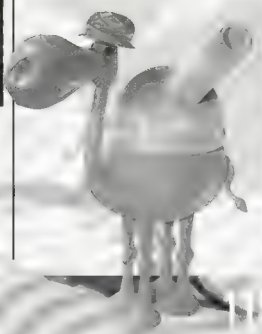
As usual, the Vulture doesn't have a lot of lift. What little it does have comes from the height of whatever it's flying over. Check out the high stone pillars around the Exit Teleporter. Make sure you clear them all.

Also, as you make your way across the pillars, pause to rest at each one. The Vulture actually needs the rest.



Start at the lowest one. Flap back and forth to reach the very top. Then flap over to the Exit Teleporter and go.

If you find yourself with only 14 Purple Power Cells and can't seem to locate the last one, get up to the top of the pillar next to the Exit Teleporter. Walk out on the speaker and you will see it in the air directly in front of you.



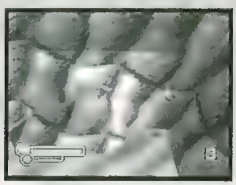
Shifting Sands

Mission Brief:
- Get something big and bouncy.
- Get a flappy thing.

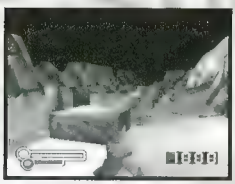
As the Desert Fox, follow the line of blocks down the waterfall. Kill and become a Pogo Kangaroo, then kill and become the Vulture. Use the Vulture to fly the Desert Fox to the Exit Teleporter. Become the Desert Fox and go through the Exit Teleporter.

Completing the Mission

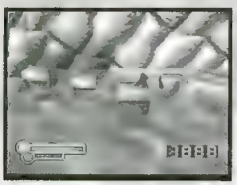
As the Desert Fox, follow the line of blocks. Then turn around immediately and jump up to get the Purple Power Cell behind you.



Walk to the flat-topped stones sticking up out of the water.



Remember that water kills Desert Foxes really quickly. Take care hopping over the stones.

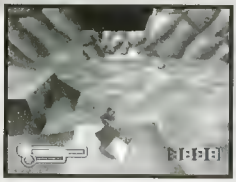


Tip

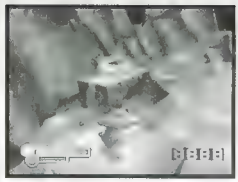
For those of you who have probleme with the stepping stones, just get as far as you can. Then swim rapidly with the river and over the waterfall. Life Energy Power-Ups are on the shore, so don't worry about being killed because your life is too low.

Stop at the line of floating crates. They evidently make a line to something. If you're feeling adventurous, hop across them to the rocky ground on the other side.

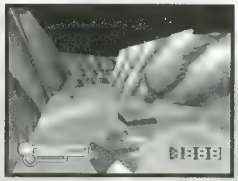
The Purple Power Cell is out in the center of the water.



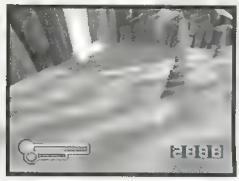
If you fall in, try not to miss it. Those things add up at the end of the game. Also, once you go over the falls, you can't come back for the Purple Power Cells you missed. Try to follow the path around to the left. If you don't want to risk the water, simply keep following the path around.



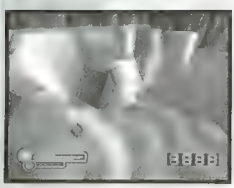
Locate the falling crate ahead and hop onto it.



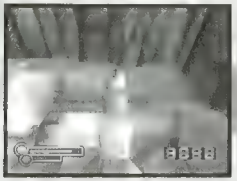
The crate will take you to the next ledge. Hop off to claim the Purple Power Cell because the box will blow up. If you can, jump across to the small ledge to the left of the waterfall. If you don't make it, go over the waterfall and get out as quickly as possible. Then gather up any of the Life Energy Power-Ups you might need.



Head to the right to find a Sand Ramp you can climb.



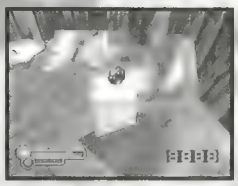
Walk to the right and follow the ledge around. Make the leaps over the three small columns.



Cross over to the Purple Power Cell.

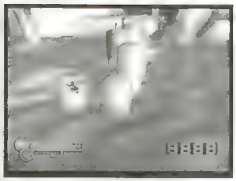
You can't get the Purple Power Cell here yet, so drop to the ground and come back around. Then follow the ledge on around to the next one.

Climb up on top of the pile of sand and grab the Purple Power Cell. When you do, notice that the column sinks while another one out in the center of the canyon rises.



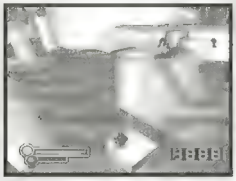
Walk over to that series of columns sticking up from the ground.

Hop up on the shortest column first, then make your way through them.



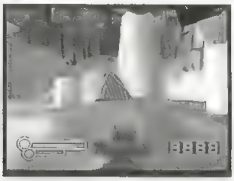
The jumps here can be tricky, so be patient with them and make sure you're at the edge and lined up.

After you jump onto the short block in the sand, the Purple Power Cell you couldn't get suddenly grabs your attention.

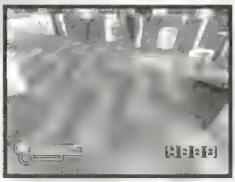


That was a clue. The next jump is to the first of the two columns with sand and a Purple Power Cell between them. You can't make this jump.

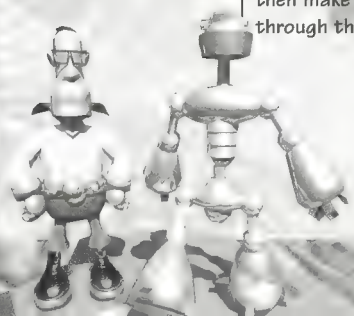
Something else has to happen first. Turn around and walk to the red and white striped tent.

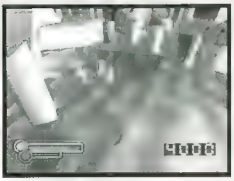


DON'T enter the tent yet! Turn around first and look toward the columns you were hopping through. They look like this.



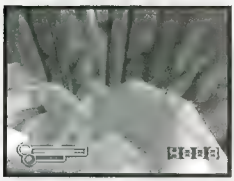
Now enter the tent and listen to the windstorm roar for a moment. Walk back outside, and everything suddenly looks different.





Big change! Walk back over to the first Ramp you used in this canyon. Then cross over to the first Purple Power Cell you couldn't get. You can't get up the original Ramp, but you can get up the one next to it.

Follow that ledge around to a point where it's possible to drop onto the section that has the Purple Power Cell on it.



Climb up the sand dune, then jump up for the Purple Power Cell.

After the columns sink and rise again, go into the tent to reshift the sands. Try the jumps out in the center of the canyon again. If you hadn't reshifted the sands, you wouldn't have been able to make the jump where the Purple Power Cell hangs between the two columns.

Make the final jumps and go up the pile of sand on the next ledge. Use the Spin Attack to kill one of the Pogo Kangaroos.

Caution

Be careful when you're killing the Pogo Kangaroo. If you fall off, you have to make the series of jumps across the columns again.

Become the Pogo Kangaroo and hop over to the tent. Go inside to shift the sands again. Then hop back to where you left the Desert Fox. Jumping Evo back from body to body, take them both up the Sand Hill.

Once they are at the short door at the end of the ledge, use the Desert Fox to shove the Pogo Kangaroo through the opening.

Once the Pogo Kangaroo is on the other side, become it. Then kill the Vulture there with your Boomerang Attack.

Tip

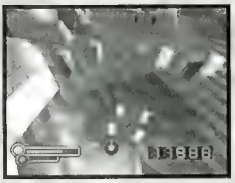
The Boomerang is a neat weapon, but you really have to know how to use it. The best way to use it against the Vulture is to throw it, then jump up to catch it. This deflects the Boomerang's flight and draws it into the Vulture. Experiment with it to get the proper timing.

As the Vulture, flap around and gather all the Purple Power Cells you weren't able to get earlier. During the Vulture's flight, it's necessary to fly over low areas to get to increasingly higher ones. Choose the points of attack to get the higher Purple Power Cells.

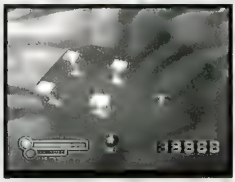
The Exit Teleporter is now active, but you don't have the Souvenir for this Environment Sector.

Getting the Souvenir

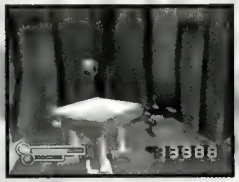
Flap back over to the hole that's been excavated in the sand.



Dive down into the hole to get the Purple Power Cell if it's still there. Then walk into each of the Dust Puffs that come up, following them around the hole to get the Souvenir.



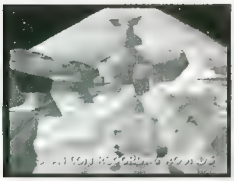
Flap up to the Desert Fox, grab it, and fly over to the Exit Teleporter. Follow the ledge, so plenty of lift is available.



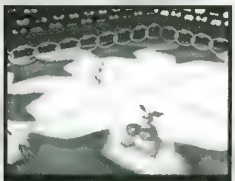
Grab the Purple Power Cell at the top. Put the Desert Fox down. Then become it. Drop down and walk into the Exit Teleporter to exit the Environment Sector.

Punch Up Pyramid

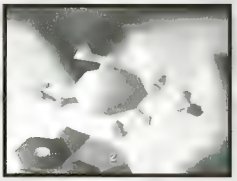
Punching the Camel's Clock



When the Camel attacks, avoid his Spitting Attack (usually three bursts) and get behind or beside him. Then pummel him with everything you have.

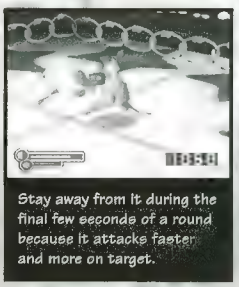


As you'll discover, the Camel gets a couple standing eight counts. When it does, go back to your corner to get the Life Energy Power-Up that your success gets you.



Punching the Cannon Camel's Clock

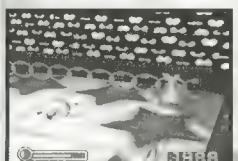
The Cannon Camel comes out strong too. With its Cannon and its teleport ability, it can be hard to deal with. This is especially true after you've trained yourself to stay away from the Camel's head. With this unsightly beast, I recommend the following:



Punching the Kangaroo's Ticket

The Kangaroo is a tough one, but it can be beaten. Take note of the fact that the Kangaroo punches itself out, draining away all its energy. Also, notice that

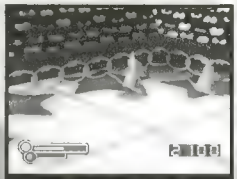
your own energy gets drained too soon if you start popping off shots before you truly have them. Here's the skinny on defeating the Kangaroo (but it's still up to your own reflexes and common sense).



Don't go toe-to-toe with the Kangaroo. It will kill you every time.

Attack when it has its back turned.

Retreat to your own corner and stay out of the Kangaroo's way when your own energy is depleted.



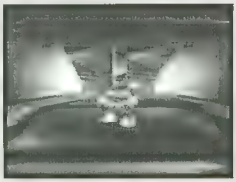
Hammer away at the Kangaroo every chance you get and realize that the damage it's taking is building up.

If you can put the Kangaroo down for a standing eight count in the last few seconds of a round, you get two Life Energy Power-Ups.

Punch him out. Then claim Evo's last missing piece of Shellsuit. From here, you'll move on immediately to the final level of the game.

Big Celebration Parade

Kill 'em all! Every last animal you've destroyed, shot, punched out, blown up, or laughed to death is now out to get you. Evo's back together in his Shellsuit and ready to go!



After the evil shrinky ray is used on the Planet Earth, get moving.

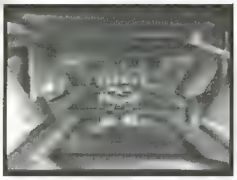
Note

If you wait, the Earth will indeed shrink. Since you have a Save locked in, it's kind of fun to watch it go. Simply stand and do nothing.

Tip

Now you get to find out what all of those Purple Power Cells are for. The more you got, the better Evo's Shellsuit was fixed. If you got them all, you can take more damage, and your eyebeam will do more damage. It comes in handy since you're working against the clock in this one as well.

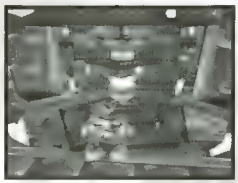
Get moving through the door behind you.



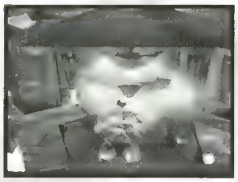
Keep going straight back through each of the successive doors. There's no danger here.

Then you get to see the maniacal villain.

Blast the Evil Brain with your eyebeams.



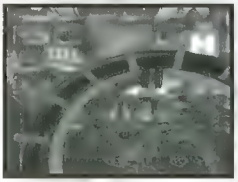
Blow him up!



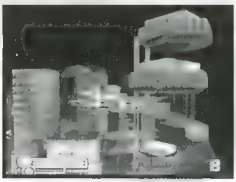
Tip

When you're going through the ship, hustle. There's only so much time. So charge through the doors and blast the bad guy!

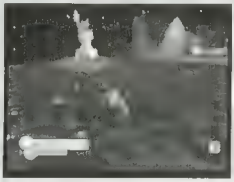
But that was only the beginning of the real trouble you're facing now. When the spaceship crashes into Earth,



it releases all the animals into the city. Find them and destroy them before they can destroy the city!

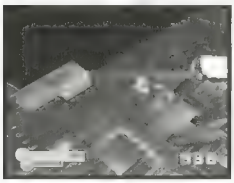


Swim to shore!

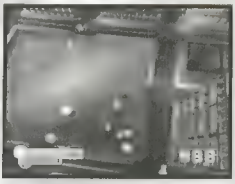


Fifty-two animals made it to shore. Blast them where you find them.

Don't shoot any cars because a portion of your allotted time gets deducted. Also, use your jump jets to get around more quickly.

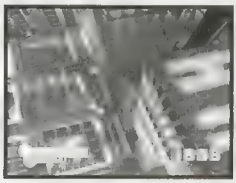


Get to the park as soon as possible and start blasting Sheep.



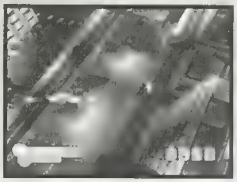
Other Sheep run off. Track them down.

And keep tracking them down.



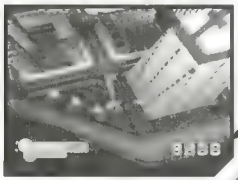
Check around the tall buildings for the Mice.

Check around the airport for the Rats to really rack up your score.



After you're done with the Rats, return to the Park area to find the Dogs and Dogplanes. Careful here, because now they're firing back!

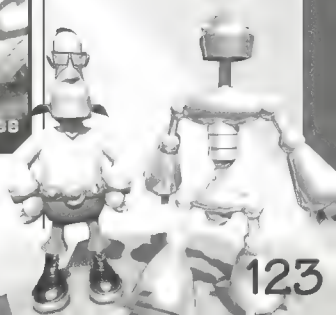
Look by the green skyscraper for the next batch of animals.



The Flying Foxes launching missiles are the hardest to kill.

After you've bagged them all in the allotted time (a truly Herculean effort!) the final footage rolls. And you're a winner!

The really cool thing about *Space Station: Silicon Valley* is that it's playable again and again. And it'll be one of those games that you'll enjoy playing just to see if you can beat your own best score, or that of a friend. Or you might even want to try some of the alternate suggestions offered in this book. Either way, happy gaming!



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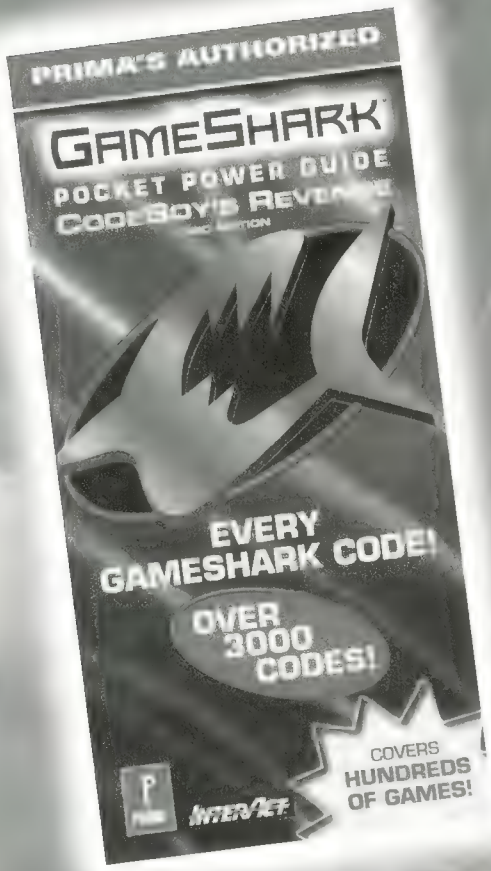

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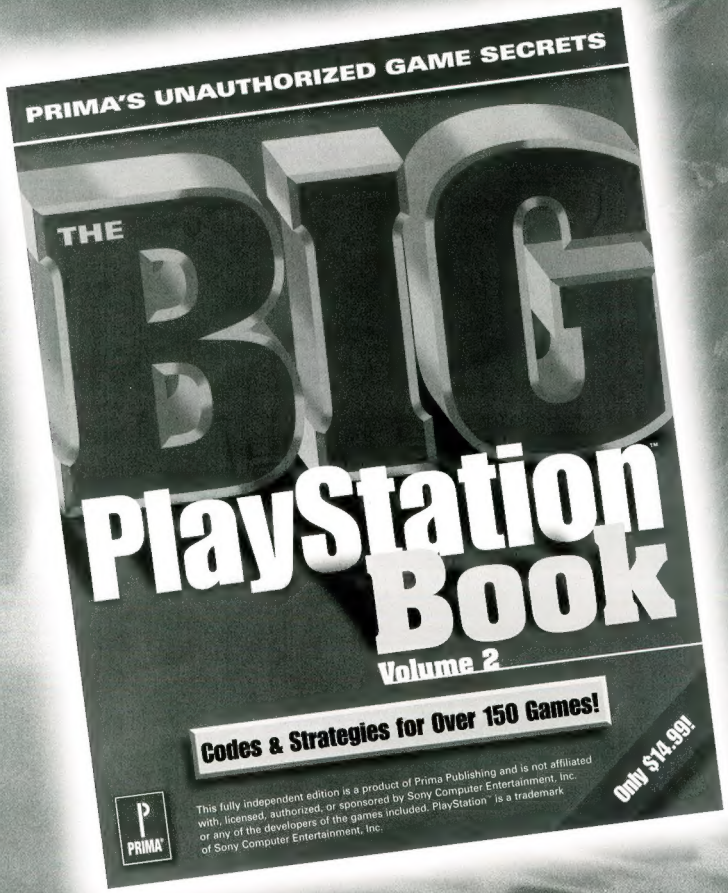
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